

HALLOWEEN GOREFEST: Nightmare Creatures & Clock Tower!

TAKE CONTROL: Over 40 **CONTROLLERS** reviewed and rated!

PSM



Resident Evil
Lid Sticker
FREE Inside!

100%
Independent

PlayStation Magazine

Castlevania: **Symphony of the Night**

The Ultimate Guide!
Maps, Lists, and Secrets

Final Fantasy VII
Unbeatable Strategy
for Discs 2+3

GAMES SO GOOD,
THEY'RE SCARY:

Metal Gear Solid
Nuclear Strike
Street Fighter EX Plus
Mega Man X4
NHL '98
Test Drive 4

imagine

\$5.99 US \$6.99 CAN





1-800-VIE-CON1

©Disney. All rights reserved. Psychonauts is a registered trademark of Virgin Interactive Entertainment, Inc. Virgin is a registered trademark of Virgin Interactive Entertainment, Inc. 1801 Park Avenue, Irvine, CA 92614 U.S.A.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. (Psychonauts and the characters within Virgin are trademarks of Sony Computer Entertainment Inc. The title, cover art and artwork of the interactive Digital Console Amiga/PowerPC, Macintosh and Game Boy U.S.A. and the SOFTWARE IS DISTRIBUTED WITH PLAYSTATION GAME CONSOLES WITH THE NTSC/UD DESIGNATION. U.S. AND FOREIGN PATENT'S PENDING.

Do the hero thing.

Disney's **HERCULES** Action Game

Zeus has answered your prayers. And now, it's time to take your place among the gods in this hot new PlayStation™ game console adventure. Explore three worlds of 3-D gameplay right out of Disney's Hercules movie—with the original character voices, sound effects and music. Mangle monsters like Hydra and the Cyclops. Terminate the Titans. Save Thebes from a hostile takeover. Hey, this game can make you immortal!

Survive the Hero Training Gauntlet.



Watch out for snake-headed Medusa and her flaming Venos Split.



Just close 3-D landscapes and special effects are cool when you're attacking Mr. Olympus in a fire-breathing Titan attack.



Slay multiple heads as you face the vicious Hydra.

Defeat your enemies with your Power Shield.



Think fast or the Cyclops will get you!



Includes special five-color disc.



Also available on PC CD-ROM.



www.vie.com/hercules



Someone please get the guys who make



Possibly the greatest game ever made is available only on PlayStation.™

cartridge games a cigarette and a blindfold.



Good thing. If it were available on cartridge, it'd retail for around \$1,200.

SQUARESOFT



NEVER UNDERESTIMATE
THE POWER OF PLAYSTATION™

Where are the **original** games? RIGHT HERE ON PLAYSTATION!

START

You may not realize it, but this is a very special month for all PlayStation fans. Why? Because *Parappa The Rapper* is finally out in the U.S. I know by now you've heard over and over about how much we love this game here at PSM, and maybe you've already decided that you just aren't interested. However, you're missing the real point. What's got us so excited is that a big company like Sony would even take a chance on a game like this in the first place!

Gamers complain that there aren't enough new varieties of games, that developers keep churning out the same old refashioned stuff. But stop and take a look around—PlayStation is quickly becoming the place for daring developers to try out new ideas. Take, for example, games like *Carnage Heart*, *Aquanaut's Holiday*, and *Team's*

upcoming *Monster Rancher*, which lets you use your own music CDs to generate the creatures. And in Japan, even more new types of games are on the way, such as *Baby Universe*, a kind of "music kaleidoscope" generator. Also, several new "life-simulation" games have sprung up as a result of the *Tamagotchi* craze. Just think—we didn't have any of these types of games before PlayStation.

What all this means is that in the years ahead, gaming will thrive, because Sony is interested in exploring new ideas and expanding the videogame realm to new places. As a videogamer for life, I couldn't be happier that I have these new experiences to look forward to. And as a PlayStation fan, I couldn't be more proud that Sony will be the company making it happen.

▶ **CHRIS SLATE, EDITOR**



a. *Week my words—I'll turn will be the next videogame cult hero.*



"PLAYSTATION IS QUICKLY BECOMING THE PLACE FOR DARING DEVELOPERS TO TRY OUT NEW IDEAS."



b. *ChocChoc just didn't sit his dejas. Only Sony would take a chance on a game so new and outrageous as this.*



a. *Parappa's cast of silly characters really gives the game a lot of personality. ChocChoc Monster Orin is our favorite.*

THIS MONTH'S COVER

Every issue, we match the best games with today's hottest illustrators to create the PSM cover. We take pride in creating quality original artwork to present our magazine at the highest possible level.

This month we looked as far as Barcelona, Spain to find fantasy/sci-fi painter Luis Royo, whose dark fantasy style perfectly suits the world of *Cervante's*. You may recognize his work from *Heavy Metal* magazine, or many other fantasy books. If you'd like to see more of his work, you can find his art collections and trading card series at book stores and comic shops everywhere.

Here's a sneak peek at our first rough sketch. All the elements were in place, but the character needed to be lighting, and closer to the viewer.



The next sketch was much closer, but Albrecht needed to have the reader's eye, which was corrected. He was 'painted' to look a bit more refined.



Finally, after everyone agreed on what character to put down, the final artwork was created. Albrecht's style is definitely a great match for the game, which is the change to look for something as different as Cervante's. It's not beyond the edge.



October 1997 Vol. 1 Issue 2

CREDITS

Editorial

Chris Slate Editor-in-Chief
Charles Frohman Managing Editor
Stephen Frost Editor, Reviews & Previews, and More
Noah Massey Editor, Comics & Strategies, Features
Eugene Wang Art Director
Gary Liew Graphic Designer

Editorial Contributions

Mike Salmons, Jason Morias, Adam Douglas, Randy Nelson, Frank D'Amico, Chris Charis, Christian Swenson, Francisco Rivas

Photography & Artistic Contributions

Aaron Lauer, Conrad Benson

Cover Illustration

Luiz Pires

Advertising

Aide Global National Ad Manager
Alan Heston Ad Coordinator
Lance Brown Marketing

Production

Richard Lescuyer Production Director
Mark Reinwood Production Coordinator

Imagines Publishing, Inc.

Jonathan Simpson VP/US Publisher
Tom Hale Director, CD-ROM Publishing
Ernie B. Ridge Newsletter Director
Steve Selby Newsletter Manager
Terry Lawson Newsletter Analyst
Holly Kinsler VP Coordinator
Geoff Egan Circulation Consultant
Kara Bailey Circulation Manager
Jane Jurek Fulfillment Manager
Brian Huestler Hardware Hero
Tom Valencia Vice President/CFO
Chris Anderson President

For Advertising Inquiries, Call:

Aide Global National Ad Manager
 Phone: 415-493-6034 Fax: 156
 Fax: 415-493-6046

Circulation

Kara Bailey Circulation Manager
Peggy Moore Fulfillment Manager
Brian Huestler Newsletter Director
Steve Selby Newsletter Manager
Terry Lawson Newsletter Analyst

PSM - 100% Independent PlayStation Magazine is published monthly by Imagines Publishing, 150 North Hill Drive, Sausalito, CA 94965, USA. Applications to mail 2nd class pending at its home. CA and additional mailing offices. Newspaper distribution is handled by Curtis Circulation Co. Back-subscribe price: \$14.95 (US) shipped \$20. US, Canada \$24.15. Foreign \$28.00 only. For subscription orders: PSM, P.O. Box 51973, Boulder CO 80522. POSTMASTER: send change of address to PSM, P.O. Box 51973, Boulder CO 80522. Imagines Publishing publishes Line Games Magazine, First Editions, PC Gamer, the new MacHacker and Best. Entire contents copyright 1997, Imagines Publishing, Inc. All rights reserved. Reproduction in whole or part is prohibited. Imagines Publishing, Inc. is not affiliated with the content of or products covered in PSM.

PRODUCED IN THE UNITED STATES OF AMERICA.



THE PSM TEAM: ▶▶▶▶



CHRIS SLATE

Editor-in-Chief

Type of Gamer: All Around

Current Faves: *Parappa the Rapper*, *Clashwanna*, *Street Fighter EX Plus*

Hobbies: Comics, Basketball, Movies
Most Wanted Game: *Metal Gear Solid*

If I could be any game character, I'd be...

Cloud Strife from *Final Fantasy VII*. He's got it all going on—the crazy hair, the giant sword, the cool spells. He's the RPG MacDaddy. Plus he's also got Aps on one arm and Tifa on the other. Who can beat that?

STEPHEN FROST

Reviews/Previews Editor

Type of Gamer: Fighting, RPG, Racing

Current Faves: *Street Fighter EX Plus*, *Final Fantasy VII*, *Super Street Fighter Collection*

Hobbies: Anime, Movies, Comics
Most Wanted Game: *SF vs. X-Men*

If I could be any game character, I'd be...

Evo Ryu from *Street Fighter EX Plus* not the one from *Street Fighter Alpha 2*, because he's only 2D. Just like normal Ryu, I'd roam the land, challenging the world's best street fighters. Only I'd also be evil.



NOAH MASSEY

Strategy/Features Editor

Type of Gamer: Racing, Sims, "Word" stuff

Current Faves: *Parappa the Rapper*, *Colony Wars*, *Ghost in the Shell*, *Frigger*

Hobbies: DJ-ing, hip hop, media models
Most Wanted Game: *Parappa the Rapper 2*

If I could be any game character, I'd be...

PJ Benn from *Parappa the Rapper PJ* just sits around all day eating ice cream and doughnuts, then he holds it out to the club at night to spin records for all the cool kids in town—well, a minute, I already AMP'd Benn!

BILL PARIS

Japanese Correspondent

Type of Gamer: Fight, Combat

Current Faves: *Armie Combat 2*, *Yabai 2*, *Street Fighter EX Plus*

Hobbies: Hong Kong movies, collecting CDs
Most Wanted Game: *Tenchu*

If I could be any game character, I'd be...

Rikimaru, the ninja from *Tenchu*. I would spit him because the Ninja ain't no joke. You don't screw with 'em, or you get rebuked in your feet. You don't see 'em coming, but you know when they've been there! BAO!!!



CHARLES FROHMAN

Managing Editor

What he does:

Enforces a inflexible deadlines on the yokers you see pictured above.

Boss Strategy: Hide, and make a lot of ridiculous excuses in hopes of making them laugh when he finds you.

Charles' Quote of the Month: Shut up, write, and shut up.



EUGENE WANG

Art Director

What he does:

Puts pictures and text in "specific" areas and calls it art direction. Licks mouses.

Boss Strategy: Try to reason with him. Find a common ground. Most Bosses are just misunderstood and in pain.

Eug's Quote of the Month:

No, I don't speak any English.



GARY LIEW

Graphic Designer

What he does:

Stays late hours designing pages for the best PlayStation mag.

Boss Strategy: Just sit still and play like you don't see him. Maybe he'll see how peaceful you look, and then he'll decide to just leave you alone.

Gary's Quote of the Month:

"You guys are freaking me out."

PSM 2 OCT. 1997



TWO TURNTABLES AND A MICROPHONE



Top: The Second Coming, slated for this fall. **Bottom:** Praying for her return. **Opp pages:** Committed for life

4 A.M., TALLAHASSEE, FL

TWO DRUNKS BATTLE IT OUT DOWN THE HALL. THE 38 EXPRESS SQUEALS TO A HALT EVERY HALF HOUR ON THE STREET BELOW. SLEEP DOESN'T COME EASY IN ROOM 23. BUT FOR 19-YEAR-OLD RAY COOPER, IT HAS NOTHING TO DO WITH THE NOISE. AS HE SAYS, "IT'S BECAUSE SHE'S ALL I SEE EVERY TIME I CLOSE MY EYES."





Accessorize Your PlayStation! ▶ PG. 72 ◀

Don't buy that joystick! That is, not until you've read our complete report on which controllers are worth the bucks and which ones aren't.



Final Fantasy VII Walkthrough, Pt. 2 ▶ PG. 92 ◀

Still stuck? Don't worry, we'll help get you out. We've painstakingly covered discs two and three in part two of our complete guide.

Clocktower: Fear is Fascinating!

▶ PG. 80 ◀

The Scissorman is out somewhere out there, watching, waiting... Defend yourself with our in-depth guide!



COVER STORY

Castlevania: Symphony of the Night

Castlevania is finally here, and we've got all of the tips, maps, item lists, and strategies you'll need to send Count Dracula back to his grave. Just watch your neck, okay?



Parappa: How Cool Are You?

▶ pg. 83 ◀

If you wanna be really cool, you gotta become the King of the Master Rappers. How, you ask? Just check out page 83.



MAIN MENU

monitor ▶ PG. 12 ◀

The latest PlayStation news and up-to-the-minute info

- ▶ Feature Story: Sony's Dual Analog Pad PG. 12 ◀
- ▶ Yaroze News PG. 17
- ▶ Gossip PG. 18
- ▶ Nihon Game Otaku! PG. 20 ◀

reviews ▶ PG. 22 ◀

This month's new games, thoroughly tested by PSM experts

- ▶ Flashback PG. 28 ◀
- ▶ Backlog PG. 28 ◀

previews ▶ PG. 30 ◀

All the best dirt on tomorrow's hottest games

- ▶ Metal Gear PG. 30 ◀
- ▶ Nightmare Creatures PG. 32
- ▶ Nuclear Strike PG. 33
- ▶ Ray Tracers PG. 35
- ▶ Marvel Superheroes PG. 36
- ▶ One PG. 38
- ▶ Armored Core PG. 40
- ▶ Street Fighter EX PG. 42
- ▶ Batman & Robin PG. 44
- ▶ Pandemonium 2 PG. 45
- ▶ Ghost in the Shell PG. 48
- ▶ Formula 1 PG. 50
- ▶ NHL '98 PG. 51
- ▶ Vs. PG. 56
- ▶ Moto Racer GP PG. 57
- ▶ Mega Man X4 PG. 58
- ▶ Hardwood Heroes PG. 62
- ▶ Test Drive 4 PG. 66
- ▶ The Bug Riders PG. 68

code junkies ▶ PG. 102 ◀

The latest codes for all you ask for

letters ▶ PG. 106 ◀

You've got questions, we've got answers

- ▶ Link-Up PG. 106 ◀
- ▶ Ask Sony PG. 109
- ▶ Top This! PG. 111
- ▶ Marketplace PG. 112

GAME INDEX

We've got loads of great new PlayStation games for you to see. If you're half as excited about the PlayStation as we are, then there's no time to spare! Just use the list below to go directly to the games you're interested in!

Armored Core	pg. 40	NCAA Football '98	pg. 25
Batman & Robin	pg. 44	NHL '98	pg. 51
Bug Riders, The	pg. 68	Nightmare Creatures	pg. 32
Bushido Blade	pg. 23, 100	Nuclear Strike	pg. 33
Castlevania: Symphony		OddWorld	
of the Night	pg. 22, 84	Abel's Odyssey	pg. 24
Clocktower	pg. 23, 80	Ogre Battle	pg. 27
Final Fantasy VII	pg. 22, 92	One	pg. 38
Croc: Legend		Pandemonium 2	pg. 45
of the Gobboos	pg. 23	Parappa	
Fantastic Four	pg. 27	the Rappa	pg. 25, 83
Formula 1	pg. 50	Porsche Challenge	pg. 24
Ghost in the Shell	pg. 49	Ray Tracers	pg. 35
Grand Tour Racing	pg. 27	Street Fighter EX	pg. 42
Hardwood Heroes	pg. 62	Syndicate Wars	pg. 24
Jurassic Park		Tecmo Stackers	pg. 26
The Lost World	pg. 26	Test Drive 4	pg. 66
Marvel Superheroes	pg. 36	Treasures of	
Mega Man X4	pg. 58	the Deep	pg. 26
Metal Gear	pg. 30	Vs.	pg. 56
Moto Racer GP	pg. 57	Warcraft 2	pg. 25

Dual Analog Controller Set To Take U.S. Gamers by Storm ▶ PG. 12 ◀

Check out our feature story on the release of Sony's new Analog Pad and what it will mean for the future of PlayStation games. Don't forget to scout out the rest of this month's news, either—all in Monitor.



reset ▶ PG. 113 ◀

A sneak peek at what's gonna be hot next month

MONITOR

your complete source for all the latest in
playstation news, topics, and 32-bit culture

These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.

Sony Unleashes The Dual Analog Pad

A PlayStation revolution is about to begin!



▲ The Sony Dual Analog Pad fits comfortably in your hands—that is, unless you've got really small ones.

The Sony Dual Analog Pad is finally out! The \$29.99 pad closely resembles Sony's standard controller, but with a few significant differences. First off, it's much wider and a little bit heavier. The L2 and R2 buttons are now larger, and they have been lowered to make them easier to reach. Located just below the SELECT and START buttons are the two analog joysticks, which can also operate as additional L3 and R3 buttons by pressing the sticks "into" the pad.

Three game modes are available, which you can select with the digital/analog LED button on the face of the unit. Digital is the default and allows compatibility with non-analog games. Analog mode, of course, lets you use the pad's dual joysticks. The final mode is for games that were designed for the Sony Analog Flightstick.

A Fatal Flaw?

The only real drawback about the U.S. pad is that it won't have the vibrational feedback that its Japanese counterpart does. Sony was forced to remove it, due to the fact that it infringed on a technology patent. This omission is extremely unfortunate, as feedback adds a whole new level of interaction to the gameplay.

Many developers will continue to include feedback support in their products, though. This is due to the fact that their games will appear in both overseas and domestic markets. Sure, U.S. gamers are getting the short end of the stick, but there is still hope. Sony

has assured PSM that it is working hard on a solution, and that it will eventually release a U.S. controller with the feedback intact. This, however, probably won't be until sometime next year at the earliest.

Regardless, the analog pad is still the best peripheral out there, and PlayStation owners should definitely run out and pick one up.

In fact, certain companies are already depending on the success of Sony's pad. Interact, one of the largest producers of PlayStation-compatible controllers, is planning to release a dual-analog pad of its own. Dubbed the Racecube, it will take all the features of Sony's pad and include some extras such as autofire. You can read more in this month's peripheral feature.

The Next PlayStation Standard

One of the most noted problems with

releasing a new peripheral is convincing developers to support it. There's a kind of "catch-22" at work, in that companies won't design their games around a product if it doesn't have a good user base, and a product won't sell if no games support it. However, Sony has worked hard on optimizing the analog code, so adding it to a game is relatively simple. Numerous titles are already appearing that take advantage of the controller, and by the end of the year, virtually every released game will support it in one way or another. In fact, since programming for the pad is so straightforward, companies are able to find some truly innovative ways to use its various features.



Maxing Out the Pad

While most of upcoming titles will be compatible with the Sony Dual Analog pad, some developers are really going above and beyond and take advantage of the pad's features. Shen's Flyby Wire is one such game. Using the analog pad like a hand-held remote control, you will be able to fly a remote-controlled plane around a virtual world. While this game is still under development, it does provide an example of the creative ways developers can use the pad. Here are a few other games that use the controller in new and unique ways.



Porsche Challenge

Developed by Sony of Europe, Porsche Challenge is the first racing game to use both of the pad's analog joysticks. The left joystick is used for left and right analog steering, much like in *Rally Cross*. The right joystick is used for both gas and brake—gamers will no longer have to use two separate buttons for these commands. Simply push forward to accelerate and pull back to brake.

Tobit 2

Square has always been on the forefront of technology, and its games are a testament to that fact. So it should come as no sur-

Parappa Finally Makes His U.S. Debut



The wackiest game yet is about to bust into the U.S. gaming scene. Please: the Pepper is the coolest hip-hop hero ever to grace a console system—and thanks to Sony, he'll be rapping his way onto the PlayStation. You play the role of Parappa as he challenges the souls of various master rappers in "Simon Says"-style gameplay. Within the game's six levels, you will encounter a variety of interesting characters, including PJ Bam, a Daring bear, Chop Chop Master Onion, the wise old vegetable Karate master, and Joe Chin, the antagonist of the game.

Sony was at first reluctant to release the title, but it has now decided to take a chance on what is certainly going to be one of the coolest games of the year. PSM for one is glad that Parappa is finally getting his due, and we hope that U.S. gamers will enjoy the game as much as we have. We've even included a strategy guide in this issue to help you out!

In Japan, Parappa has long been an enormous success, with over 700,000 units sold. They just can't seem to get enough of the



After leaving Parappa, a screen is shown promoting the sequel, which Sony has been working on and is rumored to be nearing completion.

hip-hop dog and his zany raps. In fact, work has already begun on the sequel. While details are sketchy, most of the characters from the first game should be returning. As for new features, one can only guess. Will there be a two-player split-screen mode, where gamers can challenge each other's raps? Will Parappa finally go face-to-face with Joe Chin, with only a mic in hand? Your guess is as good as ours, but you can be sure that as soon as any concrete details are revealed, PSM will be there for the scoop! In the meantime, do yourself a favor and give Parappa a chance—you'll be hooked!

P



Parappa's most endearing aspect is its lovable roundup of funny characters, ranging from a cooking chicken to a mouse driving instructor.



Croc: Legend of the Gobbo

The major problem with most 3D exploration games is that it's pretty difficult to control the camera. Moments always occur when you are simply frustrated because you can't see exactly what you are

prize that its latest fighting game, *Fatal 2*, makes full use of the Dual Analog pad. Since the analog sticks can also function as L3 and R3 buttons, they are used to execute certain special moves, like fireballs.

supposed to Well. Fox Interactive's *Croc* is using the analog pad in an attempt to alleviate this problem. While movement of the lead character is provided by the left analog joystick, the right stick functions as a camera control. Can't see a jump clearly? Simply maneuver the camera around until you can. It's nice to see innovations like this starting to pop up—let's hope they continue as more and more gamers get used to analog control.

P



NOTES

Here are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation.

► **Shenmue** Double is already working on its next sequel, a *Shenmue* sequel. But DSC Games is still waiting for the publisher to make a decision on whether to make a *Shenmue* sequel.

► **PSX** fans can now enjoy an exciting *Shenmue* for the PlayStation 2. The game has already been a major success overseas, and it's now in the U.S.

► **Current** PlayStation 2 has reached 17.5 million worldwide, which is a record for any console. It's now the most popular console in the world.

► **Back to the Future** PlayStation 2 has reached 1.5 million worldwide, which is a record for any console. It's now the most popular console in the world.

► **History** is now proving to be the winner of the new PlayStation 2. It's a 3D action game, and it's now the most popular console in the world.

► **Shenmue** Double is now the most popular console in the world. It's a 3D action game, and it's now the most popular console in the world.

► **Shenmue** Double is now the most popular console in the world. It's a 3D action game, and it's now the most popular console in the world.

► **Shenmue** Double is now the most popular console in the world. It's a 3D action game, and it's now the most popular console in the world.

► **Shenmue** Double is now the most popular console in the world. It's a 3D action game, and it's now the most popular console in the world.

► **Shenmue** Double is now the most popular console in the world. It's a 3D action game, and it's now the most popular console in the world.

(Continued on pg. 10)

ONE MAN. ONE SOLUTION. ONE STATE OF MIND.



VISUAL CONCEPTS



ONE™ and ASC Games™ are trademarks of American Software Corporation. ONE™ is co-developed by Visual Concepts. ©1997 America's
©1995 PEG Licensed Properties. PlayStation® and the PlayStation logo are trademarks of Sony Computer Entertainment.
The ratings icon is a trademark of the Interactive Digital Software Association. All rights reserved.

Square In Charge

WILL FINAL FANTASY VII PAVE THE WAY FOR MORE U.S. RPGs?

Role-playing games have always been popular in Japan, and have long become a staple part of that society. Even with dozens of titles released each month, the millions of hardcore gamers can't seem to get enough of this ever-growing genre.

In the U.S., the story is a bit different. In the late 1980's, most companies felt there was simply not a large enough market for RPGs. Square managed to prove all of them wrong with the release of the first Final Fantasy game, which was received with much acclaim. Throughout the 8- and 16-bit eras, a total of three Final Fantasy titles were released, and each was extremely successful. More and more companies than jumped on the bandwagon. Finally, a steady stream of RPGs started flowing for fans to enjoy. Then, unfortunately, the 32-bit consoles came.

When the PlayStation was first released, there were simply no RPGs to be seen. Even now, two years after the PlayStation's launch, very few titles have been released. Once again, companies feel role-playing games have a small market—and once again, it is up to Square to prove them wrong. But this time, Square will not simply be content to release a game that only RPG fans will enjoy. It wants to bring the genre to a more mainstream audience.

Square developed Final Fantasy VII With that focus in mind. Over one hundred people toiled away for almost two years to create the RPG to end all RPGs. Not only does it have all the elements fans of the genre love, it also has the action and flashy arcade sequences that should interest the typical gamer.

Sony is aware of this and is promoting the game to its fullest. In-store campaigns and television spots are everywhere. The goal is to make sure that every PlayStation owner is at least aware of the title, and it looks like its playing off. Virtually every gamer is anxious for the September release date. Early predictions say that Final Fantasy VII could sell up to a million units, with several hundred thousand being sold in the first couple of days.



Hopefully FFVII will become as successful as most people predict, so more companies will be willing to bring their RPGs over to the U.S. market. Working Designs has already announced that it will be bringing Alundra over. Square is eager to release Final Fantasy Tactics and Sega Frontier, as well. If this trend continues, RPGs might once again get their due. All thanks to a "little" company by the name of Square.



SQUARE: LIFE BEYOND FINAL FANTASY

While Square's main focus has always been role-playing games, it is constantly bringing its skills and expertise to other gaming genres. You already know about Total 2 and Bushido Blade, two titles that have revolutionized the fighting game genre. Well, Square's only getting started—a few other upcoming titles are looking to do some revolutionizing, as well.

Evolution

One of the most unique shooters to appear on the PlayStation, Evolver lets you control a spaceship with no weapons, just a single robotic arm. Gamers will have to use the arm to "steal" microbes and bombs from other enemy ships.

Final Mission Remake

A derivative from the standard Front Mission series, Front Mission Alternative will feature some of the same real-time combat elements combined with new mission-based gameplay. Prepare

your squad of mechs at the Battle Camp, then send them out to do battle.

Final Mission Remake

The sequel to the mech-based strategy game of the same name, Front Mission Second uses a 3D isometric view for the battles and a turn-based style of combat. Like Alternative, you control a squadron of mech soldiers, only this time strategy is a more crucial part of the game.

Parasite Eve

Parasite Eve is an RPG based on a popular Japanese science-fiction novel that happens to be set in Manhattan. You play the role of Aya Brea, a heroic policewoman, trying to stop the evil goals of a woman called Eve. The game's graphical engine is similar to the one used in Final Fantasy VII.



Evolver



Front Mission Second



Front Mission Alternative



Parasite Eve

NOTES

(continued from pg. 13)

► The latest NBA Jam, from Acclaim, will feature the on-fire gameplay, which is a hot for the popular series. Brian Murphy, of the Atlanta Braves' team, has been hired for its game to create capturing.

► Unfortunately, Tecmo has delayed the home version of Dead or Alive, a popular arcade fighting game based on Sega's Model 2 technology. No new release date has been established, but a first quarter '98 time frame seems probable.

► Men in Black, the hit summer film, will soon become a PlayStation title, and several sources say the game play will be a lot like Resident Evil.

► Vancouver-based, Machine Entertainment Inc., makers of some popular cartoons as Recess and Daria, which is now using its talents for a new animated series based on Shogun's latest creation, "Mek" look for the series to air in the fall of '98.

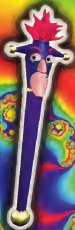
► Sony is soon expected to pick up the publishing rights to such European titles as Road Runner, a speed test racing game, and Michael, a 3D action/strategy game. Both titles may have a shot at hitting stores in time for the Christmas season.

► GI Interactive, critically acclaimed the purchase of developer Simplex, known for creating such popular PlayStation titles as Twisted Metal and Jet Set Radio. Simplex is showing interest in producing titles for other platforms, such as the PC.

► The lead designer of Gex, Dave the Gecko, David Hux, has departed Crystal Dynamics and signed on with Naughty Dog. He will assist in adding the following touches to Crash Bandicoot 2, before continuing on with newer projects.

► In other Westwood news, the PlayStation version of Red Alert will indeed feature a skirmish mode. You and three other AI players will be able to duke it out on 34 different maps. It looks like the PlayStation version will also be supported, "how" like anyone actually owns this console.

► Congratulations to our very own Bill Peta-son, who recently "scored the question" to the bawdy Regan Velazquez, his girlfriend of five-and-a-half years. Surprisingly, she said yes. The two will be the first on August 18th next year.

ID**EGO**

Satisfy all your needs, wants and...



Pilot a giant mech through warped 3D tunnels

Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump—then dominate with Fergus' maniacal attacks by hurling his vipertongued side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to pudding! Hey... it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.



Explore a new world of twisted reality with new and old game mechanics

Only the wildest dreams come true



Only big bad girls have



Call 1.800.771.3772 for
Game Rating Information

Pandemonium 2



Pandemonium 2, Sid, Nikki, Fergus, and Sid are trademarks of Crystal Dynamics. ©2001 Crystal Dynamics. All rights reserved. Pandemonium 2 and the Pandemonium 2 logo are trademarks of Crystal Dynamics. Crystal Dynamics, Inc.

Net Yaroze Update

Your monthly source for the latest Yaroze news and reviews



Welcome to this month's update on the Net Yaroze system. We'll be covering a useful product for Yaroze owners, as well as a cool exploration game from Japan, so let's get started!

Graphical Development KIT for the Net Yaroze

For those programmers sick of the standard command-line development tools that come with the Yaroze, Metrowerks has released CodeWarrior for Net Yaroze. Based on a graphical developing

CodeWarrior for PlayStation QuickStart



A Metrowerks' CodeWarrior makes coding a lot more intuitive. It features a graphical developing environment instead of the standard command-line interface.

environment, CodeWarrior provides developers with a more robust interface, and all the standard tools and compilers (Asm and C++) they will need. Metrowerks also included Memento tools, so programming is no longer limited to a PC. If you're serious about designing games, then CodeWarrior is a must-buy.

PRODUCT: CODEWARRIOR FOR NET YAROZE

COMPANY: METROWERKS (<http://www.metrowerks.com/>)

RETAIL PRICE: \$299.00



Bring up the inventory menu whenever you need to use an item.

TITLE: SUPER MANSION
PROGRAMMER: SATO
ORIGIN: JAPAN
TYPE: 3D EXPLORATION

One of the premiere titles at Sony's Yaroze Collection, this month's featured game is certainly a blast from the past.

Super Mansion has a lot in common with such classic games as *Alone in the Dark* and *Resident Evil*. While the game tends to downplay the horror aspects of its predecessors, it does focus on puzzle-oriented gameplay. Set in a true 3D polygonal mansion, *Super Mansion* requires you to make your way through each room, looking for keys that will unlock other parts of the house. You can also find other items, such as papers, that help shed light on your character's mysterious background.

You'll eventually be carrying quite a number of items, which are fortunately stored in an easy-to-use inventory menu. Need something in particular? Just pop up the menu, select the item, and you're ready to go.

Needless to say, this game is huge. *Super Mansion* has tons of rooms to explore, ranging from libraries to bedrooms, and each must be searched for any clues they might offer. Sadly, no map feature is present, so you'll probably want to draw out your own blueprint of the mansion to avoid getting lost.



A library is one of the first places you should visit, as it reveals valuable info about your character.

Yaroze-Curious?

For those of you interested in purchasing a Yaroze system, be sure to visit the Official Net Yaroze site. Simply fill out its handy form and you'll be sent more information via e-mail. Here's the URL: <http://www.sony.com/net/>. If you already own a Yaroze, you may find some of these sites useful:

Code Jesters

<http://www.pacificcoast.net/~thao/jesters/>

The Net Yaroze Times

<http://www.geocities.com/TimesSquare/Alley/2206/>

Club Yaroze

<http://www.clubyaroze.com/>

Slowly but surely, more and more fan-based Yaroze sites are showing up. Not only do they provide the latest news and gossip, they also give programmers a place to get together and share their ideas. These sites are an extremely valuable resource, and shouldn't be overlooked. Next month, PSM will be picking out the more popular sites and reviewing them for our Yaroze readers. See you in thirty.



Hidden
to Bunky



GOSSIP

You want more than just the latest headlines—you want the dirt, the inside scoop on what's *really* going on with the PlayStation. Well, look no further, because PSM always has its ear to the wall...

Final Fantasy Toys Coming

They're small, they're cute, they're plastic, and they may be coming to the U.S. Fans in Japan have been enjoying Final Fantasy VII action figures for some time now, and it looks like U.S. fans will have them shortly, as well.

Bandai is supposedly going to manufacture the Final Fantasy VII series figures and toys destined for domestic shores. They are expected to be released in time for this Christmas. Price points for the toys are not yet known, but they are expected to be reasonable.

Bandai has traditionally done well in the toy business, making figures and other items from well-known licenses. The Final Fantasy license would be among the first PlayStation properties to make this leap to the U.S.



Put away your Star Wars figures—FFVII is on the way.

P

Final Fantasy VIII to Begin Development

The next Fantastic adventure is about to begin.

While it is likely to be considered a "videogame duh," the next game in the Final Fantasy series is being prepared for development. According to sources at Square, brainstorming sessions should be beginning shortly in Japan and at Square's new offices in Hawaii.



A WB Cloud return is PSM!

Full-scale development is slated to begin shortly after the new year.

Many of the top designers from Square Japan are already beginning to move their families to Hawaii, as the project is expected to be in development for the better part of two years. Details about the game are unknown, nor is there any set release date as of yet. More news as we hear it.

P

New Square Fighter Coming to PlayStation

Square and Namco are teaming up to bring a new fighter to the arcade, and to the PlayStation. A few months ago, news filtered out of Japan that the two companies would be working on a new arcade project. According to sources at Namco, the company was particularly impressed with Square's mini-games in Final Fantasy VII.

For several weeks, details were scarce regarding the new game. Now information has revealed that the game's name will be *Hyperix*, and that it will be built using Namco's System 12 board (the same board used for Tekken 2). The game's control mechanism will use three buttons (similar to the *Virtual Fighter* series), and the "knaps" will feature varying terrain and elevations (also like *Virtual Fighter 2*). Despite these similarities to Sega's major fighter, *Hyperix* will supposedly have completely different fighting mechanics.

As Tekken 2 is nearing completion for the PlayStation (with a somewhat difficult transition over from System 12), rumors have indicated that *Hyperix* will eventually be making a PlayStation appearance, as well. We have heard no word regarding an approximate timeframe for the game's release. Regardless, PlayStation owners should be pleased with Square's emergence into the arcade, which will only mean more great games for the PlayStation.



Will Chai Wu, Tekken's main character, make an appearance in Square's arcade fighter?

P

Rumor Smasher Where we put false rumors to rest, once and for all.

Sony Says "No Modem for You!"

Despise rumors to the contrary, Sony still contends it won't be releasing a modem for the PlayStation.

While many companies are betting their futures on the Internet, and Sega, Matsushita, Apple, Bandai, and other major players are adopting a set-top box strategy, Sony has been characteristically coy about its Internet plans.

For months, rumors have been doing the rounds regarding a PlayStation modem that would provide almost

identical functionality as the Sega NetLink. PSM has learned that PlanarWeb, the company that makes the web browser for Sega's NetLink in the U.S., has held high-level talks with Sony about the possibility of such an option. Finally, news filtering out of Sony itself had hinted that it will be announcing some sort of action in the Tokyo Game Show.

Unfortunately for consumers, Sony is basing its decisions on the abysmal performance of both the NetLink and its own link-up cable, as well as on the state of the set-top box market in gen-

eral. Company decision-makers have come to the conclusion that the Internet is simply a facet of the market that is not mature enough to exploit just yet.

As a result, Sony has time and again denied that it will be bringing out a modem for its PlayStation. Sources have indicated that the company is not going to try anything in the Internet realm until at least its next generation of hardware. It looks like consumers are going to have to wait until at least 1999 before they will be surfing the Web and playing online games on their PlayStation 2s.



The near-future outlook is grim for the PlayStation owners. Sony has determined that the market just isn't ripe enough, yet.

P

RACING With a vengeance

6 BAD ASS
VEHICLES OF DOOM

24 TRACKS
OF INSANITY

WHITE
DEATH KNUCKLE
MATT

Roadkill

Clean-Up Crew

Not

Included

MENTALLY
UNSTABLE
DRIVERS

CUSTOMIZABLE CARS
WEAPONS & DRIVERS

SATELLITE
DEATH BEAMS

RUTHLESS
BOSS
ON EVERY LEVEL

ANTI-MATTER
PROJECTILES

COMING IN
OCTOBER

RACE TO HELL
AND (MAYBE)
BACK

RED ASPHALT

www.interplay.com



©1997 Interplay Productions. All rights reserved. Red Asphalt and Interplay are trademarks of Interplay Productions. All other names and logos are the property of their respective owners.

日本ゲームお宅

The latest news and notes from the Land of the Rising Sun, featuring our very own Bill Paris-san!

NINJA
GAME OTAKU

Spotlight On: Tenchu

Tenchu ("Heaven's Punishment") is, essentially, Metal Gear Solid set in 16th century feudal Japan, and you are a ninja! Just one look at these screen shots will have period-piece fans screaming for more. The screen shots only show the hero, Akimaru, as shots of the heroine, Ayame, are yet unavailable. You can throw shuriken (throwing stars) one by one, or all at once! The game also has detoubetsu (catapults) of course, but the main weapon of the nins is the naga-to (ninja sword).

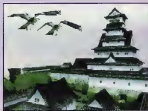
During the game, you can stealthily slit someone's throat, or use other skills of secrecy practiced by the nins (known as nryaku). These include techniques like entering disguises, or walking on



4. The sense of blood may cause Resident Evil.



4. Your aim isn't to kill anyone, but to remain unseen.



4. This Kōroji Castle is made into the stage for your activities.

water with pontoon shoes (known as the Weber Spider). Moving along the edge of walls and hiding in the shadows is fundamental for nins to ascertain their surroundings, so they can cautiously advance. This is also achieved by diving into a river and "hiding out." Nins can avoid attacks by jumping from one roof beam to another, over the heads of their enemies. Sugar desha? At press time, only 30% of the game was developed, and we have no information concerning the story line, but it's expected to be hot. The release date in Japan for this groundbreaking action game has not been announced.



Chou Atsui! ("Super-Hot")

Enda's Gundam the Battle Master is very reminiscent of Capcom's arcade classic Cyberbots, with the exception that you can't create custom mechs. You can choose one of 10 Gundams, including the ZZ-Gundam and the V-Gundam. Your weapons include the trademark light saber-esque swords, axes (Zaku-II and Zeon's only), laser guns, bazookas (GPO24), heavy karate chops (Zong), as well



4. Gundams give it an Atsui-B. Well, brought him to fight, Rodeo!

This game has been extremely popular in Japan, with the country's sales totaling 66,450 (at press time).



4. Unfortunately, Baby Universe won't be coming to the U.S.

Baby Universe is Sony Computer Entertainment's first game in the "3D Kaleidoscope" genre. Using your control pad, and with some musical help from your favorite CD (for the Sound Scope model, you can control kaleidoscopic computer images on your monitor. Other modes include an Electric Scope and Psychedelic Scope, as well as "Jewel Case" and "Console." You can manipulate a variety of shapes (spheres, rings, cubes, etc.), and you can also change the perspective of the shapes.

Welcome to Nihon Game Otaku! I trust that you are here to acquire Japanese import news. Or perhaps to learn the Weber-Spider capsize technique (what? Are you really young one?) I shall give you my best!

Simulation fans were recently given a treat in the form of Microsoft's Tenchu. This involves breeding ninjas to fight. Beginners will start from E class and each class cannot attack with lethal belts. Taking part in a match requires a year-long schedule. Since "Work" and "Study" activities can use up your physical strength, you must rest well before the match to be victorious. What's more, you can observe your rival's abilities and learn how your master's abilities are lacking in comparison.

Hence, 3D Action game fans can't have this adventure elements backed by a fantastic story making for a great action game. Not lacking in the fantasy department, the original character names, worlds, and graphics will fascinate the player. It comes with user-friendly, 2D camera handling with 3D graphics. There is no release date in Japan as of yet.

The shooting game enjoyed in Japanese arcades, Gunbattles, is now available for the PlayStation. The PlayStation version's original mode has a special mode: party mode and a quest mode. In the quest mode, your main target is to get the legendary "initiation gun." Continue your mission by collecting information and lots of items. The virtues of goodness (known as) for good measure a legend/belief.

The Tokyo Game Show Fall '90 held September 28-30th showcased some of the hottest upcoming PlayStation titles—the most prominent being the arcade port of Spider 3. Other notable titles included Metal Gear Solid (known as) to be released in 1995, Final Mission (known as) Square releases 1994, Final Mission 2 (Square releases 1994), Endless Squares: Fall 1995 edition, Parallel Gate (Square, Winter 1995 release), Tales of Destiny (Namco, September release), and Super Soldiers II (Namco release 1994). A total of 105 PlayStation titles were shown at the show accounting for 43.3% of all titles shown.

Sony's Real Fantasy III International will be released October 2 in Japan. It will feature all of the new monsters and RHY sequences that were present in the U.S. version. So, Japan actually has the original Real Fantasy III before us here in the U.S. (ORIGAMI2000)

The Key to RPGs' Success in Japan

While role-playing games aren't the most popular genre in the U.S., they rule in Japan. RPG titles in development for outworn fighting games, and they have proven to be the most popular genre. Lately, big companies like Square aren't the only ones dominating RPGs (with its SaGa Frontier, Final Fantasy VII, and Final Fantasy Tactics efforts). SNK has already introduced its game *Samurai Spirits: True Legends of Furiosa*.

Bushido, and Konami and Capcom will soon be joining the fray with *Other Life Azure Dreams* (September 25 release) and *Breath of Fire II* (September release), respectively. The most talked-about RPGs in the Japanese home video game market are Namco's first RPG for the PlayStation: *Tales of Destiny* (to be released within 1997), and Sony's *Unlabeled* (the release date given... yet). So why are RPGs so popular in Japan, anyway? It's simple.



Look safely away that it's not in the...



A Breath of Fire II shows plenty of mythical creatures for gamers to wield.

Samurai Spirits: True Legends of Furiosa shows more than just fighting.



ple scores Sony more than action draws in Japanese players, along with subplots that don't take a few minutes to solve. In a country where children are pressured to study hard so they can get into the right elementary school, the right junior high school, the right high school, the right college and finally the right company (Mitsubishi), Japanese kids need a fantasy world to which they can escape. RPGs provide that means of escape. It also lets them think creatively to solve problems, something their learn-by-rote-memorization education system doesn't encourage.



A Demon egg commands a good price in Other Life Azure Dreams, Konami's upcoming RPG.



A Tale of Destiny leads an Unlabeled (Konami's upcoming RPG).



RPGs like SaGa Frontier definitely have their share of detailed environments.

TOP 10 SELLERS IN JAPAN [at press time]



- 1 DERBY STALLION**
ASCII, released July 17, copies sold 1,136,574
- 2 SAGA FRONTIER**
Square, released July 11, copies sold 136,113 in last 2 weeks, 945,126 total
- 3 MINNA NO GOLF**
SCE, released July 17, copies sold 191,461
- 4 STREET FIGHTER EX PLUS ALPHA**
Capcom, released July 17, copies sold 144,269
- 5 FINAL FANTASY TACTICS**
Square, released June 20, copies sold 160,997 in last 2 weeks, 1,292,263 total
- 6 MONSTER FARM**
Tecmo, released July 24, copies sold 79,537
- 7 GHOST IN THE SHELL**
SCE, released July 17, copies sold 52,267
- 8 CLOCK TOWER THE FIRST FEAR**
Human, released July 17, copies sold 54,263
- 9 RADIO GEAR GUY BRAVE**
Acclaim, released July 17, copies sold 35,838
- + 10 ARMORED CORE**
From Software, released July 16th, copies sold 30,216 in last 2 weeks, 154,102 total

SOURCE: TAMER SYSTEM CO., LTD. (NICHIBUN SHUPPAN)

Life Simulation Games Score Big

This genre has been popularized with Bandai's Tamagotchi. Often referred to as "virtual pets," these games are called *shosei* in Japan, literally meaning "nurturing" or "raising." (Shosei aren't limited to Tamagotchis—PlayStation versions are available that are quite intricate with excellent graphics. Perhaps the first foray into the life simulation genre for the PlayStation was SCE of Japan's Genshō Mōri-toku-toku 2 Unlabeled real life, you can actually choose the personality of your PIT Pet in TV. In the first stage, you raise PIT just as you would



a human child. The second stage is a "breeding garden" world. In this world, PIT can start to put some of its training to the test, and you can help if it fails. The final stage is the P-ZONE, where you can only observe the PIT acting on its own. If the PIT can't cut it, it's back to the drawing board.

Derby Stallion (ASCII) is a super popular simulation title. More than 1,000,000 copies were reserved before its release, which over beat the record set

it may not be portable like the Tamagotchi, but you can do much more with it.

by Final Fantasy VII. This title involves buying, breeding, and racing horses. Every April or May is horse-mating season. You must carefully choose the right female horse for your stud to breed with. When the young horse starts nearing three years of age, it formally enters the stable. Depending on whether its lineage is a short or long distance racer, you choose its stable accordingly. The horse receives its training upon entering the stable. The game involves horse auctions, and eventually, racing the horse.



A leading by the success of Derby Stallion, horse-simulation games got going in Japan.

P

REVIEWS

this month's new games, professionally tested by the world's best playstation reviewers

THIS MONTH'S GAMES!

Castlevania: Symphony of the Night	pg 22
Bushido Blade	pg 23
Clock Tower	pg 23
Croc: Legend of the Gobbo	pg 23
Porsche Challenge	pg 24
Syndicate Wars	pg 24
OddWorld: Abe's Oddysee	pg 24
Parappa the Rappa	pg 25
Warcraft 2	pg 25
NCAA Football '98	pg 25
Treasures of the Deep	pg 26
Teemo Stackers	pg 26
Jurassic Park: The Lost World	pg 26
Ogre Battle	pg 27
Grand Tour Racing	pg 27
Fantastic Four	pg 27

THE PSM RATING SCALE

Where here at PSM want you to know that we take our reviews very seriously. Just like you, we've been burnt before by bad games (and these days it ain't so easy to get the store to take 'em back). So when we sit down to review a new title, we look at it like this: if we had just shelled out fifty or so hard-earned bucks for the game, how satisfied would we be?

To summarize a game's overall worth, we use the traditional "five star" ratings scale. If we give a game a full five stars, it's our guarantee that you can't go wrong with it, so go out there and pick it up!

WHAT THE RATINGS MEAN!



A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!



A really well-done game. If you're a fan of the genre, you should definitely check this one out.



A pretty good game. It has its share of rough spots, but some redeeming qualities, as well.



Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.



Don't even make eye-contact with this one—it's not worth a second of your time.

Castlevania: Symphony of the Night

Publisher: Konami Developer: Konami
Type: Action/Adventure MSRP: \$59.95

Back in the early days of the NES, Castlevania was one of those classic games that helped define the action genre. Who could forget the long nights of whipping ghouls, collecting hearts, and blowing your top every time you lost to the Grim Reaper? A string of sequels followed, and now Castlevania has finally come to the PlayStation. After spending nearly 50 hours knee-deep in blood n' bones, all I can say is "wow."

The gameplay in Castlevania: Symphony of the Night is best described as a perfect mix of Castlevania II: Dracula's Curse and Nintendo's Metroid series. Combined within Dracula's castle is a



A Castlevania: SOTN is possibly the best 2D action game of all time.

huge, nonlinear world to explore. Some RPG elements have been added, such as player attribute stats, level-ups, tons of hidden items, and even a shop. The story also plays a bigger part than in previous Castlevania games, coming along with occasional voice-acting and an FMV scene or two. Don't worry, though—none of these new elements take anything away from what made the series such a hit in the first place. Castlevania is still all about fast-paced, blood-curdling action.

From the perfectly moody soundtrack and beautiful gothic graphics, to the seemingly endless number of rooms and items, this game is top-notch stuff throughout. Even after you've beaten it, you'll keep coming back until you've found every item, learned every spell, uncovered every secret room, and seen every ending. This game is damn-near perfect, and it just goes to show that you don't necessarily need the latest in whizz-bang 3D graphics to kick some serious butt.

- THE GRAPHICS ARE BEYOND BEAUTY
- THE MUSIC DRINKS LIKE A MERRY BEER
- THE CONCEPT IS AS GOOD AS GOLD
- FUN FULLY UNTIL MY FIST BURN

PSM FINAL SCORE: **S**
ONE OF THE BEST PS1 GAMES EVER—PERIOD

correction!!

In our September Final Fantasy VII review, PSM mistakenly attributed the "relic" system to Final Fantasy IX. Imagine our surprise when we re-read it, and realized that in truth, the first actual game to use such a system was Final Fantasy III! We apologize wholeheartedly, to RPG fans around the world!

Bushido Blade

Publisher Sony CEA Developer Lightwings/Square
Type Fighting Players 1 or 2 ESRB T Discs 1



A single strike can kill in Square's Bushido Blade.

1n feudal Japan, Bushido—the way of the warrior—was the code of civility that guided Samurai warriors' actions. You must learn the code well, if you hope to succeed in Bushido Blade.

You choose from six characters, as well as six weapons, and any character can use any weapon. Since it takes a while to master each weapon (and some are better for some characters than others), the game has a lot of replay value, even in the short one-player mode.

The combat system is unlike any other fighting game. There are the usual power meters and time limits. In their place is a totally accurate weapons combat simulator, fought across large 3D areas within an abandoned castle.

Battles last until a mortal blow is landed—it could take two seconds or half an hour. This is really cool because it adds totally new strategies to the genre. Feints, runs, countermoves and knowledge of how each weapon works all become paramount to win when any move could be the last. Several non-lethal crippling blows could kill an arm or take out an opponent's legs—reducing him or her to fighting while kneeling down.

Bushido Blade would have been a perfect fighting game, except for one serious flaw—it seems to have been rushed out a little too soon. No matter how much time is spent learning the game, battles still often rely on pure luck, which is extremely frustrating. The controls are also a bit sluggish, which is inexcusable for a game of this high caliber.

Still, fighting fans should definitely check this game out, as it provides a much-needed shot of adrenaline to a very tired genre.

THE GRAPHICS ARE SECOND TO NONE. THE CONCEPT IS TRULY UNIQUE. **F**U, PLAY IT UNCE THE SQUARE COMES OUT.

PSM FINAL SCORE:
THE MOST IMPRAGNABLE FIGHTING GAME SINCE 87



THE GAME ISN'T REALLY APPROVABLE. **F**U, PLAY IT UNCE THE SQUARE COMES OUT.

Clock Tower

Publisher ASCII Developer Humon
Type Horror/Adventure Players 1 ESRB M Discs 1

1n keeping with the Halloween vibe of October, ASCII's release of Clock Tower invites us to a bit of horror. The storyline revolves around an unsolved series of murders, committed by the Sasseman. The game takes place in a small town in the Netherlands where a young girl and boy are the only survivors of the last massacre. Players take on the role of a central character to investigate a new string of Sasseman murders.

This point-and-click graphic adventure features a lot of searching for items and clues, which you'll use to solve puzzles and stay alive. The twist is that you never know when Sasseman might jump out and cut you in half. If you've ever thought to yourself during a horror movie, "Don't go in there you idiot, you're gonna get killed", then you'll get a look out of the game. You make

all the decisions about where to go. So if you do end up dying, it's your own stupid fault.

You play as one of two main characters and both have five unique and drastically different endings. Sasseman has some great moments, where real tension builds, and you're bound to be startled. This game should be played in the dark with surround sound to create the right atmosphere.

It has quite a few slow points, but there is an equal amount of action where you're trying to escape with your life. The attempt at replay value was somewhat successful with the many different endings and secrets, but it's not enough to make this game a huge hit. If you're looking for a scary night with your PlayStation, Clock Tower will do it, but don't expect much more.

- THE GRAPHICS CAN BE CREEPY, BUT ALSO A LITTLE BIT STYLISH.
- THE CONCEPT IS A MIX OF SOMETHING THAT WON'T BEEN OVERDONE.
- THE MESSAGE IS "DON'T HARBOR FROM SECRETS/SCARY TYPE STORY."
- FU, PLAY IT UNCE I GET SOME OF THE ENDINGS.

PSM FINAL SCORE:
SOMETIMES SLICK, BUT NOT WITHOUT A GOOD DOSE OF CHILLS



A Sasseman's about to get pommelled with a fireproof police. See, you're not always helpless!

Croc: Legend of the Gobbo

Publisher Fox Interactive Developer Argonaut Software
Type 3D Platform/Adventure Players 1 ESRB KA Discs 1

1t's hard to argue that Croc doesn't bear a striking resemblance to Nintendo's Mario 64. They both have a lot in common: beautiful graphics, colorful 3D environments, and a cutey lead character. All that's missing from Croc is a memorable theme song. With its platform-jumping and level-exploring elements, even the gameplay is identical.

Much like Lara Croft, Croc has more moves than you can shake a stick at—jumping, swimming, running, and climbing are but a few of his abilities. Trust us when we say that you'll need to learn all of them if you hope to take your friends, the cute little Gobboes, from the clutches of the evil Baron Dante.

Over 100 levels of gameplay are spread out over four huge islands—desert, forest, ice, and the secret



► You play the role of a cute little crocodile in Fox's latest platform game. Not too original, but not a bad job, either.

island of Baron Dante—and each has its own unique look and feel. Gamers will spend months solving puzzles and finding all the secret areas. Some puzzles are as simple as merely activating a switch, while others will require careful positioning of certain wooden crates.

Although it looks like Croc has everything going for it, it also has its fair share of problems. The controls aren't as tight as they could be, so you must continually adjust what you are doing. The camera also leaves much to be desired, as it constantly switches angles at inappropriate times. While the adjustable camera views help a little, it is still difficult to get your bearings sometimes. Luckily, the game supports Sony's analog controller, which helps smooth out some of these rough areas.

Playing Croc is by no means a unique or original game. However, it did take the best elements of several games and combine them to make a fun and lasting experience. Gamers of all ages should will the one.

- THE GRAPHICS ARE CUTE AND COLORFUL.
- THE CONCEPT IS NOT TOO ORIGINAL.
- THE MUSIC IS CUTE, BUT NOT REMARKABLE.
- FU, PLAY IT UNCE I FIND ALL THE SECRETS.

PSM FINAL SCORE:
A FUN GAME FOR PLAYERS OF ALL AGES



Porsche Challenge

Publisher Sony CEA Developer Sony Computer
Type Racing Players 1 or 2 ESRB KA Dices 1

Porsche Challenge is the first racing title developed by Sony Computer Entertainment of Europe, with massive support from Porsche (the company's designers were responsible for supplying the data for the 3D modeling of the cars). It has the look and feel of a top-quality racer throughout.

Graphically, the game is pretty impressive. Cars are extremely detailed and resemble their real-life counterparts in every way—except for the price tag, of course. You can race on four tracks, ranging from Germany to Japan, and each features beautiful real-time lighting effects. As you win races, new routes become available on each of the courses, adding up to a potential total of 24 track variations. Sadly, a lot of the tracks suffer from



▲ Now you can race a Porsche at a fraction of the cost.

severe pop-in problems: Entire buildings and bridges will suddenly jump into view, which is simply unforgivable.

To increase the game's replay value, Sony made sure to include tons of options, including a Practice mode, a Championship mode, a Time Trial, and a split-screen two-player mode. For those who just want to jump straight into the race, Sony also provided an Arcade mode.

It is unfortunate, though, that the game features only one type of car: the 911. After all, the high point of most racing games is the variety of vehicles to choose from. Luckily, you can choose from a group of six different drivers, each having a unique driving style. This should at least provide a little bit of variety.

Even with its faults, Porsche Challenge is a damn good racing game. It fully supports Sony's analog controller, which makes driving simply a dream. The lack of multiple cars will certainly deter some gamers, but if you are into realistic driving experiences, this game might just satisfy you.

- ▶ THE GRAPHICS ARE DECIDEDLY REALISTIC
- ▶ THE MUSIC DOESN'T REALLY MATTER
- ▶ THE CONCEPT IS NOTHING NEW
- ▶ IT PLAYS IT UNTIL THE NEXT BEST-RACING GAME COMES OUT

PSM FINAL SCORE:

A GOOD-LOOKING GAME THAT COULD HAVE BEEN GREAT



Syndicate Wars

Publisher Electronic Arts Developer Bullfrog
Type Strategy Players 1 to 4 ESRB T Dices 1



▲ Political espionage and mass destruction are commonplace in Syndicate Wars.

Syndicate Wars deserves credit for giving players a shot at being the bad guys, for once. While other games focus on rescuing hostages, defeating villains, protecting small animals, and other vanilla acts of goodness, this title turns the tables and lets you embrace your own dark nature.

You express this bad attitude as four highly trained cybernetic assassins. You send these military units on missions that can be accomplished in countless different ways. For instance, if the police are getting in the way, simply blow up the police station. Or, if cover is needed, a crowd of innocent bystanders can be persuaded to act as a human shield. More squishy gamers can accomplish missions through careful planning, covert actions, or diversionary tactics.

This freedom of action is the game's best feature, and because of its variety of options, the strategy is incredibly deep. Syndicate Wars is one of those rare games that gets better each time you play it.

The game has a large variety of different objectives to explore, and all have been designed with the highest level of detail possible. Virtually every building can be destroyed, and vehicles such as ambulances and tow-trucks can be hijacked and driven. The computer AI is very realistic as well, so the streets won't react until they are attacked or provoked in some manner.

Unfortunately, the overall feel is greatly hampered by the PlayStation controller. When a title is developed for the PC, it generally takes advantage of both mouse and keyboard control. The translation to a console pad simply doesn't offer the intuitive control that lets you get quickly acclimated into the game's deep strategic elements.

Fans of action-based strategy games will still get a kick out of Syndicate Wars, just be prepared to invest a bit of time learning how to play it.

- ▶ THE CHARACTERS ARE MORE CREATIVE AND REALISTIC
- ▶ THE GAME IS COMPLETELY FORGETTABLE
- ▶ THE CONCEPT LETS YOU JOIN THE DARK SIDE
- ▶ IT PLAYS IT WHEN I WANT TO BE BAD

PSM FINAL SCORE:

A GREAT STRATEGY GAME, BUT READY TO PICK UP



Oddworld: Abe's Oddysee

Publisher GT Interactive Developer Oddworld Inhabitants
Type Action/Adventure Players 1 or 2 (cooperative)
ESRB KA Dices 1

When first looking at Oddworld games, many compare it to such games as Prince of Persia or even Flashback. Well, that shouldn't be, as Abe's Oddysee surpasses anything we've seen for a while.

You play the role of Abe, a Muddokon slave, working in a meat factory called Rupture Farms. After finding out that your masters, the carnivorous Glukkons, are going to make your people the next meat product, you decide to escape. Unfortunately, the Glukkons have figured you out and are hot on your tail. You must flee as many Muddokons as you can and get the hell out of there.

Fortunately, Abe has some interesting abilities to help him out. First, he can control his enemies. By focusing his powers, Abe can transfer his consciousness to another body and use it to his benefit. If you possess the



▲ You'll have to learn to control the Sligs if you hope to survive in Oddworld, and free your fellow Muddokons.

body of a guard, you can walk around unnoticed. The other unique ability is a system called Gearspeak, which lets Abe communicate with his people. By using simple yapped commands, you can make Abe express himself. Say "hello" to a Muddokon, and you'll get its attention. Say "follow me," and it will do so. Using these phrases, you'll have to direct the Muddokons to various warp gates located around Oddworld. It's through these gates they will make their escape. Abe also has several abilities—he can run, climb, sneak, jump, and diffuse bombs.

Oddworld takes the best elements of 2D platformers and combines it with an interesting storyline, beautiful graphics, and puzzles that really make you think. The visuals are top-notch and the secrets will certainly keep you coming back for more.

- ▶ THE GRAPHICS ARE GORGEOUS BEYOND ANY OTHERS
- ▶ SOUNDING LIKE AN INDUSTRIAL WORLD WITH EXPLOSIVE ENTERTAINMENT
- ▶ THE CONCEPT INCLUDES MANY INTERESTING AND ORIGINAL FEATURES
- ▶ IT PLAYS IT FOR A LONG TIME TO COME

PSM FINAL SCORE:

A TRUE LEAP FORWARD IN TRADITIONAL 2D GAMES



Parappa the Rapper

Publisher: Sony CEA Developer: Sony Music Ent.
Type: Party Game MSRB KA Discs: 1

We'll never forget the day we were first introduced to *Parappa the Rapper* here at PSM. We had never heard of the game before, and had no idea what to expect. For the first five or so minutes of play, all of us stared at the screen with blank faces, completely bewildered by what we were seeing. Then, as if being snapped awake from a trance, we began to laugh uncontrollably and fight over who was next in line to rap against the karate master with the huge onion for a head. People, this ain't sane, and this ain't healthy—this is *Parappa*, and it's a whole lot of fun.

Trying to convince many of today's action-hungry gamers to invest in a game that stars a cartoon dog who raps against an onion, a moose, a frog, and a chicken is a pretty hard sell. It isn't no pun to describe the gameplay, either. Still, we'll give it a try. It's kind of a memory game, only with the added element of rhythm. See, as your opponent raps to you, you've got to repeat his rap back to



A Rap A'fowl, and you'll put poor Chap-Chap to sleep!

him, keeping the exact same rhythm. To repeat your opponent's lyrics, you've got to hit the corresponding buttons that appear on-screen. Think "Simon Says." You don't have time to look at your controller, so you'll need to practice and learn instinctively where each button is on your pad without looking. It sounds simple, but it can be tough!

What really makes the game so unforgettable is its completely original presentation. The graphics are 3D, but the characters themselves are 2D—that is, the camera moves around and you can see them from all angles, but they're paper thin, so they look com-

pletely flat. The character designs themselves are hilarious, and the storyline of Parappa's quest to win the affections of Sunny Funny is flower is told through insanely bizarre R&B sequences. At the heart of the game is music, and *Parappa* is chock-full of songs and raps that are at the same time both completely ludicrous and hopelessly catchy. You'll find yourself muttering lyrics like "crack, crack, crack the egg into the bowl" about a million times a day, and probably freak out everyone around you.

Again, because it's so different, *Parappa* can be a tough sell. In Japan, where it was released months ago, it's already become one of the best selling PlayStation titles ever. They have ward stores over there, though, so unfortunately, it's hard to imagine the same thing happening over here. But no matter who you are or what types of games you normally play, you must at least give *Parappa* a try—chances are, you'll get hooked.

- ▶ THE GRAPHICS HAVE A LAMELY STYLE
- ▶ THE MUSIC IS INCREDIBLY CATCHY
- ▶ THE CONCEPT IS COMPLETELY NEW
- ▶ IT'S FUN IF YOU'VE NEVER SEEN IT

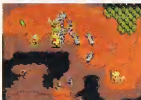
PSM FINAL SCORE:

THIS GAME IS UNUSUAL, BUT JUST ONE OF A NEW AND FUNNY RHYTHM FOR GOOD



Warcraft 2

Publisher: Electronic Arts Developer: Blizzard
Type: Strategy Players: 1 to 2 MSRB TBA Discs: 1



A battle as fierce as the humans or the more-powerful orcs.

Warcraft 2 for the PC was one of the best and most popular videogames in recent memory so releasing a PlayStation translation was a logical choice. The key strength of the PlayStation version is the supremely balanced realtime strategy that made the PC title such a classic. Not only do players command epic battles, but they must also focus on continued research and resource management.

While gathering resources and upgrading units is great fun for many players, other gamers may find that the real meat of the game is in the battles. These skirmishes are fast-paced and often frantic struggles with little time to think. Thankfully, expertly designed missions slowly build players' tactical skills until they can take on even the greatest of threats with confidence.

The deep strategic elements in the game have been bolstered by colorful graphics and inventive sounds. The soundtracks particularly stand out above any other realtime strategy title, with music that repeats you on 100-

tory. The characters even talk back in absolutely hilarious responses, to boot.

However, like many other PC-to-console conversions, a simple copy/paste just can't offer the same diversity of control that the game was originally designed for. Consequently, even the most enjoyable parts of the game become frustrating.

If you've never had a chance to play *Warcraft 2*, don't pass it up, but prepare to be more than a little frustrated with the control.

- ▶ THE GRAPHICS ARE PASSABLE, BUT NOT WILDLY CLEVER
- ▶ THE MUSIC IS HEAVY-REPEATING
- ▶ THE CONCEPT IS NEARLY PERFECTED
- ▶ IT'S FUN IF YOU'VE NEVER PLAYED IT

PSM FINAL SCORE:

A GREAT GAME, BUT WITH FRUSTRATING CONTROLS



NCAA Football '98

Publisher: EA Developer: Tiburon
Type: Sports Players: 1 to 4 Discs: 1 MSRB KA to A

Anyone who has ever played Madden will instantly recognize the notorious slippery control and play. Of course, the college game has different playbooks, and they include the entertaining option plays. Every division I school is featured, with correct home and away colors and replicas of their real stadiums. However, what really stands out about *NCAA Football* is the Dynasty mode. You can now take over the reigns of a college program for four years, going through the frustration of losing your seniors and the thrill of recruiting blue chip players. The best part is that you can improve the skills of your current players by giving them more playing time. Thus, if there is no hope of making a bowl game, you can start giving playing time



A '90s sports-based graphics are nice, but can they compete with smooth polygons of *Gamebreaker*?

to younger players to build for next year. The amount of replay the Dynasty mode adds is incredible, and it's a

feature that should be in all college sports games from now on.

NCAA Football is facing the same dilemma as Madden because Sony is using its polygonal engine for *NCAA Gamebreaker*, as well. We've seen an early *Gamebreaker* screen shot, and the graphics just blow away *NCAA Football*. But EA's gameplay is solid, if spectacular, and the features are complete. Any college football fan who loves the play of Madden will love this game. Just beware of *Gamebreaker* and its incredible graphics and play coming up in a few short months.

- ▶ THE GRAPHICS ARE STILL SPORTS-BASED
- ▶ THE MUSIC IS AWESOME
- ▶ THE CONCEPT HAS BEEN IMPROVED UPON
- ▶ IT'S FUN IF YOU'VE NEVER SEEN IT

PSM FINAL SCORE:

ANOTHER GREAT GAME, BUT MADDEN RULES



Treasures of the Deep

Publisher Namco Developer Black Ops
Type Undersea Shooter Players 1 ESRB TBA Bios 1

Black Ops' shooters just keep getting better. After *Agile Warrior* and *Black Dawn*, *Treasures of the Deep* offers a welcome break from the unfriendly skies. It plummets players far below the oceans' surfaces as a lone salvager/undersea military operative.

As a deep water spacer, you pilot a range of eight subs from a cockpit or chase-view perspective, as well as varied missions. Each of the 14 levels—including secret and bonus levels—offers a new and exciting objective, be it destroying weapons on a sunken cargo ship, retrieving Arctic gold from sunken tombs, or recovering bodies from a crashed whaler in the Bermuda triangle. The danger comes from enemies like subs, sharks, and strong currents that smash your sub into reefs.



Treasures of the Deep captures the beauty and the danger of the ocean, while letting you unlock their secrets.

With plenty of enemies on hand, and little side jobs (nothing endangers spaces near you, cash), the levels never get boring. But what really makes *Treasures of the Deep* special is the attention to detail in each environment: The undersea world in *Treasures* is a living place, and each level remarkably reflects unique marine cultures.

Complementing these assets are numerous weapons: helpful equipment, power-ups, and a tight control system. All together, these positive attributes make *Treasures of the Deep* one of the more compelling PlayStation titles developed since the system's launch. Other undersea war-be games will have to go pretty deep to top this one.

THE GRAPHICS ARE ABSOLUTELY STUNNING.
THE CONCEPT REMINDS UNDERSEA SHOOTERS.
THE MUSIC IS NEW AND COOL ON EVERY LEVEL.
IT'S FUN TO UNLOCK THINGS IN THE JACOBI COASTLINE.

PSM FINAL SCORE

THE SUB ISN'T THE ONE ALL SUBS DREAM



Tecmo Stackers

Publisher Tecmo Developer Tecmo Type Puzzle
Players 1 or 2 ESRB KA Bios 1

It seems that puzzle games are always in short supply, so it's always nice when a new one actually gets released.

As with most puzzle games, it's extremely hard to describe the concept behind *Stackers*. Basically, the gameplay is a mix between *Tetris* and *Puzzle Fighter*. Colored blocks fall two at a time, and when four of the same color touch, they eliminate each other. After they are eliminated, the remaining blocks stretch out, trying to connect with their same colors. If four blocks of the same color manage to stretch out to each other, then a chain reaction occurs, and they disappear. This is where a lot of the strategy lies, as placing your blocks correctly can create some extremely long chains.

If you play against an opponent, the blocks that you eliminate on your side will appear on your opponent's side as, called, Mystic Quads. Since the Quads are not colored, the only way to remove them is to create chain reactions using whatever colored blocks are available. And just like in other puzzle games, if any of your blocks touch the top of the screen, you lose.

Tecmo also included a few other modes that are variations on the standard game. A Time-Trial mode challenges you to drop as many mystic quads as you can within a certain time limit, and the chain reaction mode tests your ability to create long chain combos. Both are fun, but you probably won't play them for very long.

Unfortunately, as far as puzzle games go, *Stackers* is pretty simplistic. It's a great title for newbies and younger kids, but if you are a hard-core puzzle fan then it may not present enough of a challenge for you. Stick with *Puzzle Fighter* unless you are looking for something new.



The two-player mode is the best part about Stackers, but it's not quite enough to save the game.

► THE GRAPHICS ARE COLOR AND SIMPLE.
► SCORES ARE A JUST CLIM.
► THE CONCEPT IS NOTHING NEW.
► IT'S FUN TO PLAY AGAINST A FRIEND.

PSM FINAL SCORE

AS A PUZZLE GAME, BUT ONLY FOR BEGINNERS



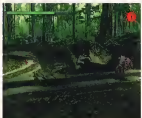
Jurassic Park: The Lost World

Publisher Electronic Arts Type Platform Players 1
Developer DreamWorks Interactive ESRB KA Bios 1

The *Lost World* has both the blessing and the curse of a popular movie license. People are already familiar with the game setting and characters, but they also come in with certain expectations. Unfortunately, like many licensed titles before, the *Lost World* feels to deliver the same kind of thrills as its cinematic namesake.

The game is a side-scrolling affair where players get to use a variety of different characters. The only problem is that leaping from platform to platform with a velociraptor can be just as boring as with a human. Also, the game suffers from sloppy control, making the more difficult platform elements frustrating.

Even with these problems, the game could have been much better if it offered players the opportunity to



*Even though you can play the role of various dinosaurs, such as this T-Rex, *Lost World* fails to excite.*

try something new. However, instead of offering the freedom to control any character at any time, the player is saddled with the same linear play as the multitude of side-scrollers that came before.

The game does, however, offer players a variety of different gameplay options. While one level may feature additional platform jumping action, the next may involve a straightforward, high-speed dinosaur chase. Although this is not enough to lift *Lost World* from mediocrity, it at least livenes up the action a bit.

The *Lost World* is not all bad, and it features an absolutely excellent use of sound. In this single area, the game successfully takes advantage of the film license. The soundtrack is nearly perfect, adding excitement to the otherwise dull gameplay. When the Tyrannosaurus Rex roars, it is as chillingly real as in the film.

► THE SOUND, ALTHOUGH INCREDIBLE, IT'S NOT ENOUGH TO SAVE THE GAMEPLAY.
► THE GRAPHICS ARE THE INSIDE THE INSIDE.
► THE CONCEPT IS SO UNORIGINAL THAT IT ULTIMATELY BURNS THE GAME.
► IT'S FUN TO JUST TRY TO HEAR THE T-REX ROAR.

PSM FINAL SCORE

THE ACTION MAY PUT YOU TO SLEEP, BUT THE SOUNDTRACK WILL ACTIVELY KEEP YOU UP



Ogre Battle

Publisher: Arts & Software Developer: Arts & Software
Players: 1 Class: 1 Rating: KA

Console strategy RPGs have always been very difficult to pull off successfully. This is largely due to the fact that a storyline can be difficult to develop in a game that is mostly based on combat, statistics, and character levels. Strategy RPGs also have a tendency to become either too cumbersome and insanely stereotyped, or overly simplified, leaving the gamer with a thirst for strategy bored to death. *Ogre Battle* actually manages to balance these levels in a majority of these all-important categories quite gracefully.

The fun of the game lies in its tactical aspects. You're the leader of a group of rebels seeking to liberate the land from the clutches of a corrupt empire. Sounds solid enough, but the actual crux of gameplay involves the liberation of towns



Ogre Battle combines strategy elements with a cool RPG storyline, but it doesn't take advantage of the hardware.

and temples, the recruitment of sometimes hostile forces to join your cause, the acquisition of sacred items, and various strategies to boost your troops' statistics for victory. The overall tactical strengths of the game include constant monitoring of environment and an awareness of all the different factors that go into managing your forces.

Unfortunately, with all the emphasis being placed on such tactical aspects of gameplay, the game's antiquated graphics and speed suffer from a merely satisfactory port from 16-bit to 32-bit. Basically, it's the same exact game from the Super NES, brought over onto CD format, which means there is little difference except for those pesky loading times. Summar: The magic spell is in

combat are but a minute diversion from the disappointing flatness of the rest of the game's visuals.

While the length and scope of the game will please those looking for a tactically immersive gaming experience, the story does tend to falter at points leaving weaknesses in the plot and aimlessness for the characters. Fans of the old Super NES *Ogre Battle* and strategy enthusiasts should definitely give this game a look. Just be aware that the weaknesses and limitations of the 16-bit version are still lurking in this latest translation.

- ▶ THE CHARACTERS ARE A BIT OLD LOOKING
- ▶ THE MUSIC SOUNDS LIKE 16-BIT
- ▶ THE CONCEPT IS STILL COOL
- ▶ IT'S PLAY IT MOSTLY FOR THE FEELINGS

PSM Final Score:

A SOLID RPG BUT NOT FROM THE PAST



Grand Tour Racing '98

Publisher: Activision Developer: Gutsyhearts
Type: Racing Players: 1 to 4 ESRB Rating: KA Discs: 1



A loose downpouring Hong Kong is better than this, *GTR '98* trades speed for the globe.

In the growing field of PlayStation racing titles, Activision's *Grand Tour Racing '98* set out to combine the best aspects of all racing types in one package. While those are definitely some lofty goals, and the game isn't without its flaws, it does manage to largely deliver on its promises.

The best aspects of the game are its wide selection of cars, solid frame rate, and numerous track variations from obstacles to inclement weather conditions; these variations are one of the game's biggest draws.

Although *GTR '98* isn't the best looking PlayStation racer (mostly due to some overly-gritty texture mask), it does benefit from some clever track design. The developers did an excellent job of hiding any pop-up, and the frame-rate conveys a realistic sensation of speed.

Control is right on, and the lack of Ridge Racer-esque sliding through hard turns actually ends up as a plus—it keeps *GTR '98* from becoming another "me-too" racer in the handling department.

On the bad side of things, the game's split-screen mode has an annoying habit of limiting your ability to see far enough down the track. And while the sound effects are adequate, they don't exactly make you feel like you're in the middle of a heated race.

In the end, *Grand Tour Racing '98* holds up well against some pretty stiff competition from the likes of Namco's *Rally Racer* and Sony's own *Rally Cross*. If you're in the market for a well-rounded racer that's long on depth, *GTR '98* is definitely worth a look.

- ▶ THE GRAPHICS ARE VETERAN NO DRAMA-HI
- ▶ THE MUSIC CAN'T REALLY ALL THAT THRILLING
- ▶ THE CONCEPT IS WELL EXECUTED
- ▶ IT'S PLAY IT IF IT'S SOMEBODY ELSE'S CHOICE

PSM Final Score:

A SOLID RACER THAT'S GET READY TO OPEN



Fantastic Four

Publisher: Acclaim Developer: Acclaim
Type: Action/Fighting Players: 1 to 4 ESRB Rating: KA Discs: 1

Every now and then, a game comes along that just simply amazes you. *Fantastic Four* is such a game, but for all the wrong reasons. Without a doubt, this title is one of the worst games ever made for the PlayStation. The gameplay is unforfeitable, showing off the worst flat side-scrolling laws to offer, and the graphics are a feeble blend of poorly animated sprites and dull environments. Can you say "stinky"?

The music is catchy, but entirely inappropriate for the on-screen action. Worst of all, the characters have weak super powers that force them to spend most of their



Sure, the game has some cool lighting effects, but that's about it.

time punching and kicking, rather than doing what they do best. The only joy during the gameplay is making the players turn away from the action and boogie down to the funky soundtrack.

Perhaps the only good thing that can be said about the title is that it has a main racing game during the loading screens. These brief races are the game's most enjoyable element. Other than that, there is little in *Fantastic Four* worth talking about.

- ▶ THE GRAPHICS ARE SIMPLY AWFUL
- ▶ THE MUSIC IS SURPRISINGLY FUNNY
- ▶ THE CONCEPT IS EXTREMELY STALE
- ▶ IT'S PLAY IT IF IT'S SOMEBODY ELSE'S CHOICE

PSM Final Score:

A BETTER CONCEPT AND INSPIRED ACTION GAME



FLASHBACK

Ever wonder how games of the past would do if compared to today's latest hits? Wonder no longer, as PS1M is going back to dig out some of the PlayStation's classic games. We'll replay them to see if they still have what it takes to be number one, and then we'll record them to today's standards. How do they compare? Read on and find out.

Project: Horned Owl

Type: Shooter/Light Gun
Publisher: Sony CEA
Developer: Movic
Release Date: 09/03/96

One of the first available gun games, *Horned Owl* was a blessing for a lot of PlayStation owners. It featured silky smooth 3D environments, cool enemies, and some fairly impressive air-me-out scenes. It also didn't hurt that the character designs were done by none other than Masamune Shirow, creator of such anime classics as *Appleseed* and *Ghost in the Shell*.

Well, it has been almost a year now, and while very few gun games have been released, *Horned Owl* is definitely showing its age. Games such as *Die Hard Trilogy* have gone over the top. And with games like *Time Crisis* coming out soon, there is little room for even second-rate titles. Granted, *Horned Owl* does have a really good two-player mode, but the gameplay is basic even for a shooter. It looks like it's time for this owl to be put to rest.



ORIGINAL SCORE: 000
NEW SCORE: 00

Aquanaut's Holiday

Type: Exploration
Publisher: Sony CEA
Developer: ArtDink
Release Date: 07/26/96

While *Aquanaut's Holiday* is not a game in the traditional sense, it certainly provided many a gamer with hours of relaxing fun. Basically a fish simulation, it lets you explore the ocean and meet various marine life forms. In fact, the game has more than 120 creatures, ranging from marlin rays to sharks, for you to discover.

Even to this day, most people don't know what to think of *Holiday*. It may seem like a mindless game with no purpose. When you spend some time with it, you'll find out that it actually is a mindless game with no real purpose. It's just fun, and no other game has ever captured the sense of exploration and tranquility that it has. If you're looking for a different style of gameplay, then *Aquanaut's Holiday* may be your bag. There is certainly nothing else like it out there.



ORIGINAL SCORE: 0000
NEW SCORE: 000

King of Fighters

Type: Fighting
Publisher: Sony CEA
Developer: SNK
Release Date: 09/18/96

King of Fighters '96 featured the largest collection of characters ever found in a single fighting game (24 in all). What sold it, though, was its unique team-combat system. You could choose up to three characters and create a custom team to fight with. If one of your characters got beat, then another one would jump in to continue. This was unheard of at the time.

Now, fighting titles litter the field, and it takes more than one unique feature to win the hearts of gamers. Sure, *KOF '96* still plays really well and the graphics are decent, but the loading time is completely unbearable. You could probably fight two rounds of *Street Fighter Alpha* in the time it takes for this game to load up a match. However, if you're looking for a budget fighting game, then this is your ticket, as it retails for only \$29.99.



ORIGINAL SCORE: 0000
NEW SCORE: 000

Backlog

Here are our ratings for some of the games released over the past several months. Check 'em out for any titles you may have missed, or just to familiarize yourselves with our thoughts on games. You don't have to take our ratings at face value alone—think of it as "review calibration." This way, you can judge for yourself which titles to spend your hard-earned cash on, and which ones to avoid.

Ace Combat 00000
Broken Hills 00000
Ball Blazer Champions 000
Bertie Arena Tasharden 3 000 1/2
Bertie Stations 000
Blat Chamber 00 1/2
Brithra Force 0000
Carnage Heart 0000 1/2
City of The Lost Children 000 1/2
Codename: Tenka 0000
Contra: Legacy Of War 00
Cool Boarders 0000
Dassant Maximum 000
Disney's Hercules 000

Felony 11-79 000
Final Fantasy VII 00000
Independence Day 00
Jet Moto 00000
Machine Hunter 00000
Mediamor 2 000
Mega Man 8 0000
Namco Museum Vol. 4 00
Ninja Gaiden Warrior 0000
Need For Speed 2 000 1/2
NFL Powerplay '96 000 1/2
Overblast 000
Pandemonium 000 1/2
Peak Performance 000 1/2
Persons 000
Power Slave 0000
Pay Pay 0000
Super Puzzle Fighter 2 Turbo 00000

Super Str. Fighter Collection 00000
Psychic Force 000
Rage Racer 000 1/2
Rally Cross 0000
Reloaded 00
Resident Evil Director's Cut 00000
Rush Hour 000
Sentance 00 1/2
Soul Blade 00000
Spider 000
Sukoden 00000
Tall of The Sun 0000
Ten Pin Alley 000
Test Drive Off Road 000
Thunder Truck Rally 000
Tiger Shark 0000
Tomb Raider 00000
Twisted Metal 2 000 1/2

MDK Explodes Onto The PlayStation® Game Console.

"...we could be looking at a 1997 PlayStation game of the year."

-GAMERY

Get ready to experience the total global action fest of MDK on the PlayStation® game console. Stunning graphics that explode off your screen, blistering gameplay featuring hot and heavy shooting action and of course the completely revolutionary sniper mode makes MDK one of the hottest games ever.

- Exclusive PlayStation game console features including never before seen secret arenas, pumped up CD soundtrack, and full-blown support for the Sony analog control pad.
- Over 60 sweltering arenas spread out over 6 massive cities.
- A massive arsenal of weaponry including the groundbreaking sniper mode. Zoom in and pick off your enemies from over two miles away.

IT THINKS.



THEREFORE IT KILLS.

Available on PlayStation 2 and PC

<http://www.playstationtoys.com>



Created by Sony Entertainment Inc. © 1997 Sony Entertainment Inc. All rights reserved. PlayStation software developed by Sony Computer Entertainment Inc. All rights reserved. PlayStation and PlayStation 2 are trademarks of Sony Computer Entertainment Inc. All rights reserved. MDK is a trademark of Sony Computer Entertainment Inc. All rights reserved. MDK is a trademark of Sony Computer Entertainment Inc. All rights reserved.

METAL GEAR SOLID

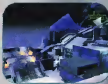
Ten years after the debut of the original *Metal Gear*, it's about to come back with a vengeance.

1 It's been 10 long years since the first *Metal Gear* first wowed gamers with its original premise and gameplay. Although the game was originally developed for the short-lived MSX computer in Japan, most fans were introduced to it via the 16-bit Nintendo version. A sequel, *Snake's Revenge*, also appeared on both those platforms.

If you thought those games were good, wait until you see what *Metal Gear* is like on the PlayStation! The extra horsepower has made it possible to play the game as it should have always been played, in a completely realistic 3D environment. It's rich with secret rooms, back hallways and hidden tunnels for our hero to sneak his way through. The key is to use your wits, not your muscles. Make no mistake—when this game hits in early '98, expect it to be a revolutionary smash the size of *Tomb Raider*, and possibly even bigger!



A If the game stays true to the *Metal Gear* tradition, you can find these hidden treasures.



A Before entering the enemy base, you'll want to sneak around and scout outside.



A When the trap does hit the fan and you're detected, you've got to fight your way out or die.

B When enemies spot you, you'll get the classic "I" above their heads from the previous games—just before they attack, yes.



C Snake is back, and his expression says it all—he's not kidding.



A Now this is intense—a soldier just about to find your hiding spot, with laser scope and everything.

JUST WHO ARE THESE GUYS?



DR. RICHTER



DR. RICHTER



DR. RICHTER



DR. RICHTER



DR. RICHTER



DR. RICHTER



DR. RICHTER

DR. RICHTER



It's a mix of the familiar and the new, a dispatch of new ideas, rather than a new idea, such as the *Resident Evil* series' story and setting. *Resident Evil* is a game, at the heart of heart, is a mix of combat and puzzle moves, and also at your disposal, along with weapons like buzz saws and hand grenades. However, fighting isn't the only task at hand—plenty of puzzle elements should keep you coming back.

If development continues to go well, then we'll be in for a special treat come this Halloween!

Nightmare Creatures has lots of places to explore and secrets to find.



• Be careful where you place your nose. Though it might get hot off

4. You can enhance items and power-ups by something as simple as

As if the monsters weren't creepy enough, *Nightmare Creepshow* has intense fog and lighting effects, giving each stage a truly forbidding appearance. Just take a look at this screen and see for yourself—you'll be sleeping with the lights on for weeks!



A No, Ignatius isn't crying over spilled alcohol—as a priest, he starts praying when his health reaches a critical level. It's just an idle exclamation though, as don't expect him to head overboard.



▲ The members aren't just incredibly creepy, they're super-huge, as well! And wait until you hear a cormorant and one of 'ese catches you by surprise...



« A madman named Crowley is your arch enemy, he's the leader of the "Brotherhood of Nihilists," and these guys are over up to any point



"The body, hell itself!" The streets and buildings look awfully good, and totally realistic.

BRING
'EM ON!

This game ain't for the squeamish, 'cause those monsters do messy.

The ministers are persistent, to say the least. Case in point: this morning, labelling off its hard assets is a lot of blood—



...but doesn't since its nationalized Thailand



A good solid hit from Aguirre's left will stop it, though. That one's out of the park!

NUCLEAR STRIKE

The Strike team returns with the latest chapter in the ongoing fight against international terrorism

Soviet Strike, the fourth game in Electronic Arts' superb Strike series, deftly blends action and solid graphics with strategy and resource management. Nuclear Strike returns to the same formula. While it doesn't stray too far from the original's mark, it does offer enough new elements to warrant your excitement.

First and foremost, Nuclear Strike lets you pilot more than just helicopters. Sure, you've got your choice of choppers—but you've also got a hovercraft, tanks, and even a vertical take-off Harrier. The vehicles are placed strategically throughout the missions, but you can call your trusty chopper back once you're done.

Again, AI plays a huge role in the game, with the battlefield constantly on around you even when you're not there to witness it. If you don't carry out your assigned missions in a timely manner, and time, those hostages may be executed or this convoy may not make it. It's this best-of-both-worlds aspect of the game that makes it so compelling, and so hard to put down.

With no huge leaps and tough missions, Nuclear Strike is a treat to anyone who loved Soviet Strike.



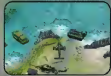
Know the stresses of your map. It tells you where your pro, close fuel and ammo is, as well as all your strike points.



The strategy is detail, right down to the destruction of the courtyard here, is staggering.



As time passes, day turns to night. The battlefield actually seems to come alive sometimes.



You're not confined to just choppers anymore. Transfer to this hovercraft and help in the war.



The features and general layout are almost identical to the first, which isn't necessarily a bad thing.



The destruction animations have been punched up with exploding tanks and splintering barracks.

UNOBTRUSIVE FMV

If used correctly, FMV is always a bad thing. Like Soviet Strike before it, Nuclear Strike makes excellent use of its unobtrusive FMV segments, furthering the plot artistically and stylishly.



FMV shows up in the mission updates. It features some pretty wild computer graphics and other special effects.



The story is also updated via news reports from the heart of the action. Careful, though—30-sec "MTV-style" cuts make you watch, you may lose your lunch.



No, the FMV isn't hard to watch at all, especially when it's this good-looking. The video quality, that is, not the women.

RUN THROUGH THE JUNGLE—AND TO THE CITY!

Not all of Nuclear Strike takes place in the jungles. Sure, some of it has you traversing Southeast Asia, but you'll also get to cruise through the cities of Korea. Keep an eye out for the pseudo-Communist billboards!



The jungles have the look you'd expect from a low-fidelity, low-budget, with realistic results.



The waterways of these islands offer many opportunities for the enemy to attack by boat.



Be sure to take in the lovely sites of South Korea before you realize it's a bubble.

[illegible][illegible][illegible][illegible][illegible]



RAY TRACERS

Forget the finish line, it's ramming-speed full ahead!



1 If you take the demolition elements of Destruction Derby, and combine them with the solid racing elements of Ridge Racer, you'll come up with Ray Tracers.

The premise is pretty simple: you race through six different courses, which include everything from highways and underground tunnels to sewers and mountainous backroads, as you try to destroy any enemy vehicles you encounter. No, you don't get any fancy lasers or guns in



THE FOUR RACERS

All the characters have their own sets and driving abilities. They also have really fancy cars that don't seem to have any purpose, but to make you laugh.

must destroy to progress to the next stage. Ranging from a mowed tank to military helicopters, these bosses will throw everything at you but the kitchen sink. You'll need to dodge their attacks, fire up the nitro, and run them down before time runs out.

Sounds cool, doesn't it?

To increase replay value,

Ray Tracers features four initially selectable vehicles, plus a hidden one. Each specializes in a different area, such as acceleration or attack strength, so you'll want to choose the vehicle that will best complement your own unique driving style. And if you ever get tired of smashing stuff up, you can switch over to the time-tracker mode, which lets you race another computer-controlled car one-on-one.

The mixture of combat elements with a solid racing engine could do wonders for Ray Tracers, and it should hopefully provide fans with a unique alternative to the wide array of racing titles already out there.



It's a car at top speed and you'll be covered with a beautiful explosion. Don't you wish you could do this in other racing games?

COOL CARS

Ray Tracers features four initially selectable vehicles, plus a hidden one. Each specializes in a different area, such as acceleration or attack strength, so you'll want to choose the vehicle that will best complement your own unique driving style.



Light means handling, even top speed. You'll never know it, but more precise driving. Akiba owns the wheel.



If you just want to drive around and smash into things, then Hank is just the car for you. Heated to the drive.



Speaker is an all-around good car, and great for beginners. A lot of it. Consider this a nice overall opinion.



The buffer car is a monster. It's slow, but nothing is going to stop it. The best built for damaged the driver's name is Body.

RULES OF THE ROAD

Three major features play a big part in getting Ray Tracers apart from the rest.



1. The road is packed with obstacles that give extra points if you smash into.



2. At the end of each session, you'll face bosses such as these tanks.



3. For a burst of speed, hit the nitro. Careful, you only have a short supply...



4. The lighting is well-lit, and is demonstrated well in this scene. Actually, this picture kind of reminds us of Ridge Racer.



5. Most of the tracks have sharp turns, so winning the power slide is a definite goal. Once you get the hang of it, it's a blast!



4 If the Capcom character has shield and isn't there when it comes back, he can lose it. No problem though, simply walk over to it and he'll pick it back up.

4 A Capcom trademark, the character animations are nice and super-smooth.

MARVEL SUPERHEROES

Haven't you always wanted to play the role of your favorite Marvel Superhero?

Popular in the arcade, *Marvel Superheroes* is finally being ported to the PlayStation. The game has 10 main characters, ranging from the Amazing Spider-Man to the Unstoppable Juggernaut, and all are beautifully animated. It looks like a few frames were left out due to the PlayStation's memory constraints, but the game still looks and plays extremely similar to the arcade version.

Capcom used the same basic engine that was in *X-Men: GOTA*, so super jumps and interactive backgrounds will carry over to this version. To provide MSF with an even greater depth of play, the combo system has been slightly enhanced, as well.

Capcom has a long tradition of quality fighting games, and *Marvel Superheroes* looks to be no exception. We'll definitely be keeping our eyes on this one.



4 While the select screen is not yet complete, you can get an idea of who will be playable. Here, several characters...



4 What would a Capcom fighting game be without any throw-in Spider-Man is giving Wolverine his own "Yacht Club Special".



4 Look at how huge these guys are! MSF features some of the biggest sprites ever in a fighting game.



4 If you're a comic book fan, chances are you grew up arguing over who would beat who if the superheroes decided to go at it. Now you can find out!



4 The combo system is fast, smooth, and full of fun.



4 Here, the Capcom character for artists are attacking!



4 "Super Jump" makes for lots of air combos.



4 Sorry Cap, but the Hulk should smash you.

DIG THOSE POWERS!

What good is a superhero without his super powers? Even though the characters don't work exactly like their comic book counterparts, each one has similar type special moves.



4 Spider-Man always relies on his handy web shooters to get him out of a bind. **THROW! THROW!**



4 Repulsors are as Iron Man's best friend. Use them to knock your opponents away. **RAM, RAM!**

In a world run by meat barons and corporate scum,
your entire race is pie filling.



Escape from the daily grind
and seek your destiny.

Savior. Or salami. Sound Odd?
Welcome to Oddworld.



oof



owww!



owwwwww!



A.L.I.V.E.
Active Lifeforms in
Virtual Entertainment



ODDWORLD
INHABITANTS
www.oddworld.com

G&T Interactive
Software
www.gandt.com

Oddworld: Abe's Oddysee TM & © 1997 G&T Interactive. All rights reserved. All other trademarks are property of their respective companies.



ONE

Extreme explosions,
special effects, and
maximum carnage

Exactly 40 years into the future, John Cain wakes up with no memories, and with his left arm replaced by a metal cannon. Ouch, what a way to start the day! John is understandably very upset. It's his rage that pushes him forward, making him destroy everything in his path while he tries to learn anything of his past. This lone driving emotion is what gives the game its name.

You'll take Cain through a series of five huge, fast-paced levels. The action has some 3D platform elements, but the gameplay will mostly consist of running as fast as you can while trying to kill every

body in sight. Cain has a huge arsenal of moves, including rolls, flips, hanging, climbing, sliding, and double-jumps. A variety of destructive toys will also be added to his list of weapons as he progresses, like flamethrowers and missile launchers.

The most innovative part of the game will be the "Rage Meter," which replaces the traditional health bar. The more you destroy, the more "rage" you gain, and you get more powerful abilities.

Despite this new twist, *One* is really just a traditional blast-'em-up taken to the extreme. If you're a hard-core adrenaline junkie, then keep both eyes on this one. Hopefully, we'll be able to give you a review next month.



• If you build up your Rage Meter to the max, you can let all your demons out in a rage. "Full overdrive" level of rage means it gets the job done, and fast.



**AHRRR!
I FEEL THE
RAGE!**

• John Cain, ready for action. Either this guy is really full of rage, or he's really full of hormones. Either way, he is a man to be feared.

One of the most innovative aspects of *One* is that Cain is really just a life as an attack chopper. When he starts a new mission, he starts with a full tank of gas, and everything in sight.



• John Cain is a man of many talents, as you can see in the screen where he runs along a ray line, firing away at bad guys the whole time.

• In the Metropolis level, you'll have to use both your shooting and platform-jumping skills to head off enemies and keep between buildings.



BLAST-O-RAMA

• The chopper flies like mad and blows everything up!



• If Cain doesn't keep running, he'll get nailed by either the towers or falling debris!



• As the on-line movie forward, the camera will spin to give you the best view.



• The lab is a pretty psychedelic area, with happy lights and funny platforms.



• After blowing away about a dozen bad guys, you'll encounter a boss in each level.



• One becomes a healthy supply of platform-jumping elements, as well.

SKETCHY STUFF



Check out these early designs for John Cain and a couple of his enemies. The final characters came out very close to these original ideas.

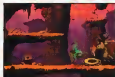
In a dog-eat-dog world where escape
is your only option, your ride wants you off his back.



Enemies that sleep. A hero that chants, and an untrusty steed that's a pain in the butt.
Sound Odd? Welcome to Oddworld.



need a ride?



giddy-up.



hold on to your loincloth!

A.L.I.V.E.
Awake Lifestyles In
Virtual Entertainment



ODDWORLD
INHABITANTS
www.oddworld.com



Oddworld: Abe's Oddysee TM & © 1997 Electronic Arts Inc. All Rights Reserved. Published and developed by G.I.T. Interactive Software Corp. Production and the Oddworld logo are trademarks of G.I.T. Computer Entertainment, Inc. All other trademarks are property of their respective companies.

ARMORED CORE

Build and pilot your own customized mech!

With an unprecedented number of ways to customize your mech, and designs by Shoji Kawakami of *Mega Man*, *Armored Core* may just be the best mech combat game ever.

AC features a large variety of missions, ranging from protecting military convoys to destroying enemy bases. As you finish each mission successfully, you will earn money that can be used to upgrade your mech—this is where the game really shines. The customization made in *AC* is second to none. Gamers will be able to build a completely original mech, designed to their liking. Choose whatever head, torso, arms, and legs you want and combine it with your own paint scheme or personal logo. As if that wasn't enough, *Armored Core* also features an extremely impressive two-player combat mode. You and a friend can do split-screen battle to see who's mech is really the best. The fighting areas in *AC* are also large and extremely detailed.

◀ With designs by Shoji Kawakami and cutscenes inspired by the series, *Armored Core* is the best in mech gaming.

DUAL COMBAT

Armored Core features both split-screen and link-up modes for loads of two-player fun. Get linked now, dang it!



▲ Fight against a friend in the split-screen battle mode.



▲ In *Armored Core*'s link-up mode, both players have their own screens.



▲ Hiding is a crucial tactic, so it can help you out in a heated battle. Use the buildings to your advantage!

▼ Using your Reflexers, you can jump very long distances, and even fly for a limited time, to really get the drop on your opponent.



Armored Core seems to have it all and then some. It's about time that a game like this was developed, and you can be sure that you'll be hearing more about it here at PSM in the coming months.



▲ *Armored Core*'s variety of settings includes cities, buildings, and the ocean. Here, your target is the drilling platform.

▼ The AI in this game is extremely smart—it constantly tries to surround you.



▲ Before any missions become available, you must first complete the training series.

MAKE YOUR MECH

Before any combat can begin, you must design an entire mech from scratch.



▲ When you first start, you'll put together a mech with parts from the shop. As you earn money, you can come back and upgrade.



▲ Next, it's off to the garage, where you can piece off the various parts together.



▲ Finally, you can give your mech a unique paint job, and even design an original logo.

In a carnivorous world where communication is key, you're a living snack with your mouth sewn shut.



In 000WORLD, one man's meet is another man's savior, and if you can unlock Abe's uncanny powers you're well on your way to saving your bacon.

For instance, you can talk. No, really talk. Communicate. Whistle. Fart. The whole nine yards. And you can possess crabby killers and set them

you've got a brain to figure

out what drives your freakish foes.

ODDWORLD is stuffed with a smorgasbord of bad behavior, baking you in a surreal, sensory overload of pure gaming.

So trust in Odd, or get on the grill.



ODDWORLD: ABE'S ODDYSEE

GAMING GETS ODD SEPT 19

A.L.I.V.E.
Avatar Lifelinks in
Virtual Environments



Strategy Guide available from



DDWORLD
INHABITANTS
www.ddworld.com



GF Interactive
Software
www.gf-interactive.com

© 2007 by The McGraw-Hill Companies, Inc. All rights reserved. This publication is protected by copyright. Any unauthorized distribution or reproduction of this work is prohibited. For more information, contact The McGraw-Hill Companies, Inc., 1221 Avenue of the Americas, New York, NY 10020-1346.

STREET FIGHTER EX PLUS

Street Fighter has finally gone 3D, and from what we've seen, it's awesome!

Since the release of *Street Fighter 2*, Capcom has established itself as the leading developer of 2D fighting games. Wanting to dominate the 3D market as well, it had to develop a new type of *Street Fighter*. Titled *Street Fighter EX Plus*, this marks the first *SF* game to feature polygonal characters.

Most of your favorites return, including Ryu, Chun Li, and Guile, and they've brought along a host of cool newcomers such as D. Dark, Hokuto, and Skullmonia. The game has over 23 characters in all, including seven hidden ones.

Aside from the 3D character designs, *EX Plus* also features some rather innovative gameplay elements. A Guardbreak

move has been included, which you can use to penetrate through any block. Hit your opponents with it and they will stagger back, allowing you time to pull off a devastating combo. Another new feature is the redesigned fighting system. Much like in *Street Fighter 3*, characters can interrupt a special move with a super combo move. For example, Ryu can perform a regular jab, followed immediately by a super leeball. With so many possibilities, you can come up with some spectacular combos. All the standard extras are here as well, including a much-needed Practice and Expert Training mode.

EX Plus just may be one of the best *Street Fighter* games ever, and it will certainly please fans looking for something a little bit different.



Chun Li feels rejoice—EX features plenty of new women!



"And this is far when you did to my port!" Guile's Air Throw is one sweet move.



A some of the new characters, such as Skullmonia here, are just plain bizarre.



"Get over here!" D. Dark is one of the more interesting new guys.

THE MANY MODES OF COMBAT

As with many of the PlayStation's top arcade-to-home fighting game translations, *EX* has added a whole slew of extra modes and options. Some are standard, but others are secret and must be earned.



A The Team Battle mode lets you choose up to five characters for high-team action.



A Perfect all of those hard-to-do moves and combos in the Training mode.



A One of the best secrets you'll find, the Secret Stage, is a blast from the past.



INNOVATIVE NEW COMBO SYSTEM

Capcom always seems to introduce a new, innovative gameplay element with each successive release in the Street Fighter series. In *EX Plus*, Capcom's innovation lies in the revamped combo system.

Allen throws a standard fireball at his opponent. If it hits, then you can cancel into a Super Combo move...



...Such as this Triple Break. And get this—you can even cancel that move into yet another Super Combo if you want!

SECRET CHARACTERS

There are a few hidden characters in *EX Plus*.

Abon is one of SF's most popular hidden characters, and he's back for more.



It's the first character to appear in SF Alpha 2, and he's much in common with Abon.



It's the first character to appear in SF Alpha 2, and he's much in common with Abon.



It's the first character to appear in SF Alpha 2, and he's much in common with Abon.



It's the first character to appear in SF Alpha 2, and he's much in common with Abon.



It's the first character to appear in SF Alpha 2, and he's much in common with Abon.



It's the first character to appear in SF Alpha 2, and he's much in common with Abon.



It's the first character to appear in SF Alpha 2, and he's much in common with Abon.



It's the first character to appear in SF Alpha 2, and he's much in common with Abon.



Gouken's lucky, and he's brought his Sonic Boom with him!



Gouken's lucky, and he's brought his Sonic Boom with him!



Gouken's lucky, and he's brought his Sonic Boom with him!



Gouken's lucky, and he's brought his Sonic Boom with him!



Gouken's lucky, and he's brought his Sonic Boom with him!



BATMAN AND ROBIN

Disappointed in the *Batman* titles of the '90s, *Batman and Robin* is looking to change all that....

Batman has had a rough run in videogames for several years now. Previous titles featuring the Dark Knight were generally derivative side-scrollers that had him working his way through dull adventures, kicking and punching anything that came toward him.

Batman and Robin promises to leave those uninspired platform titles far behind. In fact, this is the first time the world's greatest detective actually gets to do what he does best—detective work.

The title is set in a full 3D world, with events that take place in real time—if Batman takes too much time to solve a crime on one section of the city, he might miss another one. Eventually the Dynamic Duo run into Poison Ivy and Mr. Freeze, and it gets tough.

There are several intriguing new weapons for you to use. For instance, the Chopping Blade launcher fires sharp blades that cut through Poison Ivy's evil shrubbery, and a Polar

a The best way to catch criminals is to hang out on rooftops and wait.

Assett Missile is perfect against Mr. Freeze's minions.

With these new options and a fully 3D Gotham to explore, Acclaim may just have its hands on the first Batman title worth bragging about.



a Hey, these guys weren't in the movie! Ah, staying true to the film probably wouldn't be a good idea, anyway.



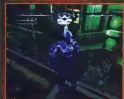
a Colorful sets and strong references come to mind of it. Adam West might have been better suited for this movie than George Clooney.



a "How would I put it, sir?" The Batman is where you can do some of your best detective work.

PICTURE PERFECT

To make the game look more like the movie, Acclaim got the license to use the likenesses of the actors themselves in the game's graphics.



a No doubt about it. Batman (see: George Clooney) is undoubtedly this and the film's lucky picture broker.



a The Boy Wonder even has the same haircut as Chris O'Donnell. No movie counterpart. This is too weird!

IS THIS THE MOVIE?

At a quick glance, you may mistake some parts of the game for the real movie, since most of the graphics are taken straight from the film.



a The big fight—Batman versus Mr. Freeze. Hopefully Acclaim will spare us the "big" one-liners.



When the first *Pandemonium* came out, it followed the adventures of a young girl named Niko and a hell-mane jester named Fergus. In *Pandemonium 2*, the clown is still half-mane. Niko, however, is all grown up, with all new powers and an entirely different, more "shapely" look.

The graphics are grown up as well, featuring wider worlds and more lively action. Crystal Dynamics gave the characters fast-moving, high-jumping powers, then set them in new brightly colored, multi-level worlds. Once again, the characters can only move along a set path. This is actually helpful, as each level twists and turns so sharply that it would be near impossible to stay on course otherwise.

Fergus can now use his "clown head on a stick" as a projectile weapon, and Niko has a new double-jump that lets her leap over even the most difficult obstacles. Niko has also mastered the use of fire in some attacks. However, when her imbalanced combat twin does the same, he ends up lighting himself afire.

Other than the more colorful levels and more developed characters, the game plays pretty much like the first. The question that will face the trio is whether or not the changes are enough to draw players back into the world of *Pandemonium*.



At Abbaugh at first glance the game is much like the first, now elements have been added.



A Urr, Niko, just what kind of "Action" game is this, anyway?

PANDEMONIUM 2

Special Features: Although Niko has done some growing up!



Urr, Niko, just what kind of "Action" game is this, anyway?



A Fergus can now use his "clown stick" as a projectile weapon, for selecting these distant enemies.



A These cute pink creatures always seem to be getting themselves captured.

SAME CHARACTERS, NEW LOOK

Crystal Dynamics is trying to add a little spice to *P2* by "developing" the characters, and jazzing them up a bit.



Niko has grown up to look suspiciously like Lene Gault. Hey, I don't have any complaints!



Both Niko and Fergus have all new looks in this game—but will anyone pick the poster?



With where you're going in the first place is quite a jump!



A Much of the game takes place on fast-moving and windy floating tracks.



A The new landscapes go from being happy to just plain bizarre. We'll stuff, man.



A You have to watch out for traps, like these giant pillars waiting to squish you.

59 bullet-riddled bodies on the wall.
59 bullet-riddled bodies,
take one down, pass it around,
50 bullet-riddled bodies on the wall.
50 bullet-riddled bodies.



PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Other logos are trademarks of Sony Computer Entertainment Inc. © 1997 Sony Computer Entertainment Inc.



NEVER UNDERESTIMATE
THE POWER OF PLAYSTATION™



Ah, the smell of napalm.
The thrill of tearing across
10 different treacherous 3D
battlegrounds. The exhi-
lration of climbing over boul-
ders and ripping through
streams. The joyous feel-
ing of riding and guiding
your missiles straight into
enemy targets. Not to men-
tion the beautiful sound of
your arsenal blowing away
tanks and downing heli-
copters in head-to-head
combat. You better fasten
your military-issue seat
belts, yo for the
adrenaline rush of your life.

Software developed by Universal. Universal is an all-in-one entertainment and media company. PlayStation 3 and Xbox 360 are trademarks of Sony Computer Entertainment Inc. in the U.S. and other countries. All other trademarks are the property of their respective owners. © 2007 Sony Computer Entertainment Inc. All rights reserved. www.playstation.com



**STEEL
REIGN**

Everything Vegas. In a box.



All the grandeur of the Golden Nugget casino.

Try your luck at Double Diamond slots.

Experience the thrill of Roulette.

Solve a mystery starring Adam West.

It seems elegance, excitement, and 16 games of chance can actually fit inside one video game. That's right, finally a casino game has been created for the Sony PlayStation game console. Luckily that game is the Golden Nugget, featured in its opulent brass and marble environment. Saunter into this virtual Las Vegas casino, and play Blackjack, Craps, 7 Card Stud and more. And play them all with the odds and payouts you'd really have in Vegas. You'll also get to solve a mystery with Adam West. From your living room, no less. It's just part of the privilege of owning Vegas, the one in the convenient take-home size.

©1998 VEGAS INTERACTIVE ENTERTAINMENT, INC. All rights reserved. Golden Nugget is a registered trademark of MGM Corp. d/b/a Golden Nugget Hotel and Casino. Vegas is a registered trademark of Vegas Interactive, LLC. The following marks are used with authorization of IGT Entertainment, Inc.: Vegas (Vegas) and Double Diamond. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The Vegas logo is a trademark of the Interactive Digital Software Association. Manufactured and printed in U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE ATX20 GIGABYTE DRAGON, LITE AND PORTABLE MODELS. PENDING.

Visit Your Local Dealer or Call:





GHOST IN THE SHELL

THQ's new anime shooter will have you climbing the walls in no time!

Ghost in the Shell is based on the popular anime feature by the same name. The characters in the title were created by Masamune Shurow and are introduced here in feature-quality FMV cinematics. The story is

"I'm the Machine Kusanagi. My job is to lead you during this."



set in a futuristic world where technology has run rampant. This technological boom has given criminals a powerful means to achieve their goals and the only thing standing in their way is a well-armed security force. As a member of the force, you pilot a spider-like, one-person tank.

Several things separate the game from other shooters: First of all, you can climb walls and ceilings. This feature is supported by excellent 3D camera work. A clever game design switches the action to



4 Sure, in the future, security has evolved and people just don't wear pants any more.

SIMPLY STUNNING

The anime cut scenes are done with all the flair of a feature film.



4 Ghost in the Shell's story is full of men and juicy decapitations of the lead girl.



4 In the opening scene, the tank completely demolishes a beautiful house.

first-person mode in combat, a camera that locks onto your tank up to an object that you want to shoot. This allows for smooth movement and always keeps your tank in your sights. Even without a great



4 This is your second tank—sure, it may look like a tank, but it packs a big wallop!

good graphics, it's Ghost in the Shell's playability that should set it apart from the rest. With its well-designed missions, solid control, and beautiful anime art style, GITS will be quite a treat for PlayStation owners when it hits U.S. shores in October.

4 You can get a great angle on enemies by clinging to the side of a building.



PRACTICE, PRACTICE

Ghost in the Shell includes a training mode to prepare you for the upcoming battles. Here you can hone your combat skills, and even see some bonus FMV!



4 The game's training mode teaches you to fight quickly and efficiently. Also, the better you do, the better the FMV reward at the end of your session.



4 Multiple target missile launches is one of the most important tactics in the game. This is an invaluable skill, since you'll end up rewarded many times.



4 An advanced targeting system locks on to your enemies automatically.



4 Does this look old-fashioned? This picture isn't upside-down—the tank is.



4 Firing down from ceilings will protect you from enemy counterattacks.



4 The tank can even climb on the sides of walls, giving you full 3D movement.

FORMULA 1

Championship Edition

The super-realistic racer is back, with loads more horsepower!

The first Formula 1 was easily one of the most realistic racing games available for the PlayStation. It seemed to have all the features a gamer could ever hope for, and more. Well, Psygnosis has taken the game back to the drawing board and enhanced it for the '97 racing season.

Aside from all the new stats and drivers, gamers will probably first notice a vast improvement in the graphics and frame rate. The game now runs at a much higher resolution, so all the tracks and cars look extremely sharp and clear. Weather and lighting effects have all been refined, as have the camera angles, in an effort to provide an even more realistic racing experience.

If any complaints could be made about the 1st game, it would have to be that handling the race cars took some getting used to. With the addition of a more forgiving arcade mode, this is should no longer be a problem. Gamers can now jump straight into the race if they choose to, without having to go through a long list of options.

Simulation fans need not worry either, as Psygnosis has built upon the existing Grand-Prix mode and made it even better. Virtually every aspect of the game can now be adjusted, ranging from steering assistance to suspension resistance. A track tunnel has even been provided to walk gamers through the more difficult options.

It looks like Formula 1 Championship Edition has something for everyone. If the gameplay is as solid and the AI as brilliant as the first game, then the sequel could easily make it to the top of this year's racing circuit.

You can now choose from 12 teams, and each has its own specific racing style.



Even with the improved graphics and higher frame rate, Formula 1 Championship Edition will still allow you to race against a full field of 30 other tough competitors.

A new real-life physics course your car is thrown into the air when hit, so the action is even more spectacular!



Formula 1 Championship Edition features all the latest stats, cars, and drivers for unbelievable realism.



Like in real racing, drivers may find it difficult to get back on the track after sliding off of the road.



A multi-lap split-screen mode is now available, which makes multiplayer gaming so much easier.



Little details, such as the helicopter strapping off in the right, give each track a higher level of realism.

EAT MY DUST!

The little details are what make Formula 1 Championship Edition so realistic, with real new graphic additions like the transparent dust clouds and dust marks.



As if the action wasn't already realistic enough, you'll really feel those dust clouds when you lay down a patch of tire rubber!



The game will have you caught up the very moment you see the reality that dust clouds are coming when you spin out!



NHL '98

New additions and a better engine promise a return to glory for EA

The 32-bit life of this outstanding series has been less than stellar, but all could be well if EA can return to form this year. The fate of the NHL series now rests in the capable hands of the hockey branch at EA Canada, which finally gets a shot at the PlayStation version after creating last year's outstanding PC product.

The game is still in true 3D, but the entire engine was thrown out for a new, better, and faster one. Suffice it to say, NHL '98 has a much better "feel," not to mention more speed and fun. Another big addition for '98 are the now-standard coaching options that let players set up advanced NHL offenses and defenses.

The usual style is being put into the presentation to ensure that NHL '98 will be one of the most complete packages out there. The return of the one-on-ones and high-speed gameplay makes NHL '98 the best since '95, and if the developers can finish off this game nicely, it could be the best NHL ever. Now that's saying something!

1. Thrilly flexing of arms gives the whole game a 7x presentation.



2. When you get up close, make sure you check out the detailed uniform features.

PLAYER STATS

Player	GP	GA	SV%	W	L	T	OTL	SHO	PTS
1. B. B. B.	15	11	88	10	5	0	0	1	10
2. J. J. J.	15	11	88	10	5	0	0	1	10
3. J. J. J.	15	11	88	10	5	0	0	1	10
4. J. J. J.	15	11	88	10	5	0	0	1	10
5. J. J. J.	15	11	88	10	5	0	0	1	10
6. J. J. J.	15	11	88	10	5	0	0	1	10
7. J. J. J.	15	11	88	10	5	0	0	1	10
8. J. J. J.	15	11	88	10	5	0	0	1	10
9. J. J. J.	15	11	88	10	5	0	0	1	10
10. J. J. J.	15	11	88	10	5	0	0	1	10

3. With every stat imaginable, NHL '98 is perfectly suited for the real die-hard hockey fans.



4. Dramatic close-ups work really hard to put you right into the middle of the action.

5. The classic one-on-ones are back, and they feel just as good as they did in the old 16-bit days.



HURT ME!

NHL '98 features a powerful checking engine that sends players into stumbles, faceplants, or right into the seats!





The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. ©1997 Official Licensed Product of Championship Auto Racing Teams, Inc. All logos and marks of CART, its Teams, Drivers, Tracks and Sponsors are the property of CART and its respective Teams, Drivers, Tracks and Sponsors and may not be reproduced, in whole or in part, without the prior written consent of CART Licensed Products. Developed by Sony Interactive Studios America. ©1997 Sony Computer Entertainment America, Inc. The octagon logo is a registered trademark of The Interactive Digital Software Association. www.playstation.com



F

EAR WILL ALWAYS BE IN THE CAR
WITH YOU. YOU JUST CAN'T LET IT DRIVE.



CART WORLD SERIES

PROPERTY OF PLAYSTATION
ATHLETIC DEPT.

**"The only NFL game good enough
to put my name on it."**

- Jimmy Johnson, Miami Dolphins

Ask Jimmy.

Motivation, game tips, personnel
assessment and post-game analysis
from Jimmy Johnson.

Coach's Clipboard.™

Create your own custom
plays and save them
on memory card.

One-Step™ Play Calling.

Choosing your play is as simple
as pressing a button.

3-D Passing Interface.

An innovative interface
provides precise control
of passes and kicks.

Fully Licensed.

Real NFL teams, logos and
players with authentic play
books and formations.

*Plus Customize Players and
Teams, General Manager Mode,
and Adjustable Real-Time Camera
Movement Before the Snap.*

*"There is so much more in my
game ... so get a move-on and
check it out for yourself!"*

- Jimmy Johnson



PLAYERS™



Back-to-Back Super Bowl Championships
Four-Time NFL "Coach of the Year"
36 Consecutive NCAA Victories



Start Taking Notes.
October 1997

Vs.

THQ takes to the streets in this colorful brawler

Developed by Polygon Magic out of Tokyo, *Vs.* is THQ's first original fighting game. At first glance, it has a lot in common with Tekken, and even Virtua Fighter.

The game has 16 motion-captured characters in all, and each features moves based on real-life fighting styles. The Tae Kwon Do characters emphasize kicks, while the wrestling specialists rely on throws and vicious holds. Comic artist Kurts Fujita was hired to give each of the characters a unique look—his final designs are, to say the least, very interesting. Can you think of any other fighting game with a bawling pimp?

Unlike other games of this genre, *Vs.* seems to rely on more of a defensive style, rather than an all-out offensive onslaught. Each character has several reversals and counter-



"The characters in *Vs.* are very out there. For the record, this pimp is referred to as a 'bawling niggerman.'"

attacks, which you can use quite easily. This adds a whole new level of depth to the gameplay, as you will have to think twice before attacking.

The fighting game has always been competitive, but *Vs.*—with its smooth 60 fps, gimmicky, unique characters, and sophisticated fighting system—may pack enough heat to give the big boys a run for their money.



▲ Once an opponent is in the air, you can pull off a "jugglesombrero" similar to the Tekken series.



▲ The ultimate catchphrase: "Bawling niggerman" versus a character!



▲ You can fight the hoodies, the "hood," on a school campus, at playgrounds, in a disco club...



▲ This girl is making a serious fashion statement. Believe it or not, she's based on a real person.



▲ At the request of the guys here at PDA, and with respect for guys everywhere, we will not show you the picture below after this one.



▲ This pimp has words that put Scarsface to shame. "Touch my pants and I'll make you up, fuck! I will have you out! I will out you!" OK, that's enough with the pimp jokes.



▲ Another key feature in *Vs.* is the "Guard Break," which will automatically knock your opponent out of his defensive stance. You can follow up this move with a powerful combo.

DEFENSIVE IS THE KEY



▲ If you time it right, you can push your opponent past you, and then attack them from behind—more that's about fighting!

In a time when fighting games come with B&B combos, it's nice to see a title with a slightly different approach. *Vs.* puts more of an emphasis on the defensive side of fighting, which makes the game play rather unique. Characters are no longer limited to merely blocking; as you can easily execute reversals, counters, and throws.



▲ A dodge button has been implemented into *Vs.* that lets characters side-step incoming attacks and strike back quickly.



Both of the characters have at least one specialized throw code, such as this backbreaker. Looks painful, doesn't it?



PREVIEW

MOTO RACER GP

FINALLY, a real motorcycle racer!

Aside from *Road Rash*, no motorcycle racing game has ever really been available for the PlayStation. This is really surprising, considering how many racing games are out there. Good news, race fans—EA is looking to change all that with the release of *Moto Racer*.

You will be able to choose from two different styles of racing: road and motocross. The road racing calls for high speeds and tight cornering, while the motocross requires lower speeds and careful handling. Since precise controls are a must, the game supports the Sony analog controller.

You can race through a large variety of environments, ranging from snowy mountain passes to dusty desert roads. You even get to drive on the Great Wall of China! The game features nine courses in all: four on-road, four off-road, and one bonus track.

To increase *Moto Racer*'s replay value, Delphine backed up on options. Players will choose from two different types of bikes and several modes of play, including practice, single race, and two-player split screen. With its large number of tracks and quality graphics, *Moto Racer* looks like a great, refreshing change in a crowded racing game.



It's amazing how much detail has been put into each of the tracks. Sometimes you just want to drive around, pull over and enjoy the view.

Now this is what I call a real motorcycle racing game! It's a real challenge to drive around a dusty road with a lot of dangerous obstacles.



A green flag, like this one, will pop up to tell you about upcoming races and other hazards, so be sure to pay close attention.

Track designs can easily make or break a racing game, so Delphine made sure to create some of the best. See for yourself.



The Great Wall of China is certainly one of the coolest tracks you will ever see in a racing game.



Racing in snow can be a dangerous proposition, so be sure to take these corners slow and steady.



The motocross tracks are full of dips and bumps. It's a jump at top speed and you can pull off some cool tricks!



Each bike specialization is a certain area, such as on-road or off-road. Part of the racing strategy is to choose the bike best suited to race on each individual track.

Real-time lighting effects add to the realistic look and atmosphere of the great-looking tracks.



TWO WAYS TO PLAY

As with every other racing game, *Moto Racer* has changeable camera views that you can switch on the fly. Choose the one that best suits you, then hit the road and let 'em have it!



The behind-the-bike view lets you see more of the road, and makes passing other racers that much easier.



If you're looking for the true feeling of speed, switch to the first-person view. This is also the top choice for the die-hards.

AROUND THE WORLD



MEGA MAN X4

Hot off the success of *Mega Man 8*, Capcom is at it again with another, even bigger, *Mega Man* adventure.

Throughout the ages of 8-bit, 16-bit, and 32-bit games, *Mega Man* has always been a staple icon of quality and top-notch action. Each incarnation of the robotic hero has brought newer and cooler bosses and weapons for fans to discover, and it looks like *X4* will do no different.

Gamers will be able to choose between playing *Mega Man* or Zero, and the storyline changes depending on which hero you pick. The character's abilities differ, as well. *Mega Man* has his standard quick shot, which allows him to attack distant enemies, and Zero has a multi-hit energy whip, which can only be used up close. *X4* pretty much follows the standards set in the previous *Mega Man* games. Gamers will have to

challenges right into

bosses, then a few more after that. Mini-Bosses are also present to give gamers more of a challenge in mid-level.

The game features such varied environments as volcanoes, icy polar regions, and even high-tech towns. Fortunately, not all of your travelling is on foot, as most of the levels are extremely long. *Mega Man* sports all the latest hardware, from rocket-powered jet suits to mech suits, all to aid him in his journey.

At first glance, *Mega Man X4* certainly looks good enough to keep the franchise thriving. Next up, *Mega Man X4*—3D action, anyone?

8 Years of games later, *Mega Man* is still going strong. The game focuses on the career robot and takes place years after the first series.



• *Mega Man's* pal Zero might wear some funky shoes, but that doesn't stop him from kicking some robot butt when over the need ones.



• The *Drain* power-up is a technique that has become a regular staple in *Mega Man's* arsenal. It's perfect for clipping through light gaps, or for just getting the hell out of the way!

• Thanks to the addition of a new power-up system, *Mega Man* can now get multiple secrets at the same time, which is very *Mega Man*. How few will tell you, can be pretty damn useful.



• The *Mega Man* bosses just keep getting more bizarre with each game.

SHORTCUTS GALORE!

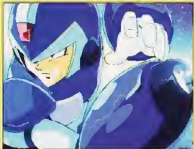
Several types of shortcuts are hidden in the various levels. Some require you to have specific weapons to discover them, while others merely require a sharp eye.



• Hey, I just remembered—music can walk in! Just leave! (I can shoot out their path down there...)



• Zero's powerful blade is great for many uses, just slicing up the bad guys—it can clear out tunnels, too.



• As with *Mega Man 8*, *X4* features an extremely cool and colorful intro, only it isn't as pure and "cuddly," which is good—we could only take so much of *Mega Man's* "cute get" robot

AS IF THE BOSSES WEREN'T ENOUGH...

Each level in *Mega Man X4* features some sort of dastardly mini-boss. They normally aren't that tough, as long as you know their weaknesses.



▲ The snow slow mini-boss looks menacing, but you can easily defeat him with some well-placed hits. Watch out for falling icicles!



▲ The ground water will attempt to knock you into the spikes below, so you have to be sure to keep moving around.



▲ The dragon mini-boss will shoot fireballs at you, as well as smash up the ground you're standing on, so keep moving!

While Rush is not present in *X4*, Mega Man and Zero still have some really cool ways to get around!



▲ Both Mega Man and Zero have their hover shoes, which enables them to quickly dodge incoming projectiles.



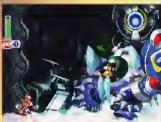
▲ The standard attack suit lets Zero survive in the heat of the volcano stage.



▲ Travel through land, air, and sea with this high-tech jet also. It even comes with a life-time guarantee!



▲ Use the Mega track suit to fly around in space. Kind of like you're in an episode of *Robotech*.



▲ *X4* features some of the coolest bosses ever to grace a Mega Man title. Here, where else can you fight a volcano and a mushroom in the same game?



▲ Gattuso will travel through a plethora of levels, ranging from futuristic towns to dystopian forests. The further what you're into, there's something here for everyone.



▲ Mind-reading is a valuable ability, and it helps you get a head or three hand-to-head enemies.

▲ Mega Man X's arch-enemy Sigma is back, with yet another evil plan to take over the world.



PLAYER SELECT



▲ Choose either the Mega Man ("Redman") or Zero. The game plays differently depending on who you choose.

MODES OF TRANSPORTATION

BEAUTY VS BEAST

BEAST VS BEAST

Modern supercars battle the power of the past!

An aerial photograph of a racetrack during a race. Several cars are visible, including a prominent red sports car in the foreground and a white classic car further back. The track is surrounded by green grass and some trees.

More ways to race! Challenge
the Single Race, Ghost Car M
Circuit, Masters Cup
of multi-pl



More ways to race! Challenge the world in Single Race, Ghost Car Mode, World Circuit, Masters Cup and a variety of multi-player tournaments.

Modern supercars:
Jaguar XJ 220
Nissan GT-R

Jeep® XJ 220™
© Viper GT

Dodge® Viper GTS
Corbair™

TVR® Carbera
Corvette

Dodge®
TVR® Carbera
Chevrolet® Corvette®
Nissan 300ZX®

Nissan 300ZX®

Power of the past:
Shelby Cobra™ 427
Mustang® 4

Shelby Cobra™ 427
Corvette® 427

Shelby Cobra
Corvette® 427
SS 45

POWER
Shelby
'69 Chevrolet® Corvette® SS 454
'70 Chevrolet® Chevelle® SS 454
'69 Chevrolet® Camaro® ZL
Plymouth® Hemi C

Chevrolet® Chevrolet®
Chevrolet® Camaro®
Chevrolet® Mini Cooper®

70 Plymouth® Hemi Cuda





Take On The Motors Of The Road:
Multiple car police chases, on-coming
traffic, cross traffic, and more!

"...the best racing game coming to PlayStation
this holiday season... the tracks look great,
the car models are the best we've ever seen...
gameplay and control are peerless"
-PSXtreme

"...one smokin' racing game"
-GamePro

"Test Drive 4 is the clear choice for
BEST RACING GAME OF 1997!"
Official E3 Best Of Show Awards
-Gamepen



TEST DRIVE[®] 4

Download the demo today
at www.accolade.com

TO ORDER DIRECT CALL 1.800.245.7744

ACCOLADE™



Available November '97 For Sony PlayStation and PC CD-ROM!

HARDWOOD HEROES

Can Midway hope to compete with the likes of Sony, EA, and Konami?

Sports fans may remember Visual Concepts as one of the premiere EA Sports developers way back in the 16-bit era. Now the company is on its own and hard at work on its first 32-bit hoops game. If nothing else, *Hardwood Heroes* serves as another blow to Sega's poor Saturn. Visual Concepts is making the same game for Sega—however, it will be the only hoops game on the Saturn, and the graphics are way chunkier.

Hardwood Heroes is a five-on-five basketball simulation that features all the real players (except the usual NBA: Sir Charles, Michael, and Shaq) teams, and uniforms. The graphics aren't mind-blowing, but they are easily as good as most other basketball games.

Beyond good looks, Visual Concepts is trying to take the control and AI to the next level. With more options on offense, you can now back down players and pull off a variety of post moves. This option has been sorely missing from the other b-ball games to date, but *Hardwood Heroes* doesn't pull it off quite as well as we had hoped.

The early version we've been testing has several AI holes, and the animations for jump shots need an awful lot of work. If *Hardwood Heroes* is going to compete with the other top basketball games on the PlayStation, it's definitely going to need a bit more work before its release.



A You can play from many perspectives.



A You can play from many perspectives.

DOMINATE THE POST

One of the innovations in *Hardwood Heroes* is being able to back down players in the post, which is something that, unfortunately, no other basketball game has ever spent much time developing.




• You can play from many perspectives.

• When you get inside, you can even go for cool moves like this sky hook.



• The way you have the jersey number, but there's no making the "Shaq Attack." Or is that "Shaq Pull?"



• The players don't look too bad, but as long as you don't come in too close, it's not really scary. Most of these guys even have different colored heads.

PLAYER PROFILES

CHICAGO BULLS	
	Player Name
Position	Height
Weight	Birth Date
College	Birth City
Number	Height
Weight	Birth Date
Team	Birth City

• Home, 11 years in the league, 4'11", went to school at USC—this guy's not a "Shaq" guy, but he's a real smooth operator. Oh well, at least we have the option to pretend that he is in here.



• Flying through the air like a shark—that's Sam Barry for you. Unfortunately for James Earl Ray, he may not be in there unless any more by the time the game finally comes out.

ON HAND SOON AT YOUR LOCAL RETAILER

FOR THE PLAYSTATION™ GAME CONSOLE



*"Reality Quest's The Glove...
will change the way you
play games."*



- GamePro

July 1997

License Pending



the VIDEO GAME CONTROL GLOVE

[HTTP://WWW.THEGLOVE.COM](http://www.theglove.com)

Licensed by Sony Computer Entertainment America for use with the PlayStation game console.
PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

 and Reality Quest are trademarks of
Reality Quest Corporation.



1

**IT MUST BE IMPORTANT WHEN
22 MEN WILL GO TO WAR OVER A PIECE
OF LAND NO WIDER THAN THIS AD.**

*To a rare few, winning the war means
totally dominating the competition.*

Miami Dolphins '72
Chicago Bears '85
NFL GameDay '98

**NFL
GAMEDAY
98**

PROPERTY OF PLAYSTATION
ATHLETIC DEPT.





TEST DRIVE 4

The latest model in Accolade's legendary racing series comes fully loaded.

Since the original Test Drive is 1987, the series has become the top-selling driving game franchise of all time. The simple premise of zipping exotic sports cars on public streets and highways is still a huge draw, and has influenced several of today's other racers, most notably the Need for Speed series.

Ten years later, Accolade is rolling out Test Drive 4: Beauty and the Beast—and it's for the PlayStation! And even better, the developers, Pitbull Syndicate, are made up of the core developers from the Reflections team that is the team responsible for the incredible Destruction Derby 2.

The game's "Beasts" and the "Beast," "beasties"—modern super cars like the

1996 Dodge Viper—or a group of "beasties"—raw power from the past like the 1971 Plymouth "Hemi" Cuda 426. The six incredibly detailed courses are each based on actual roads and locales.

The final product will boast a smoking 3D fps and will be playable. There will also be a limited two-player mode, in which you will race against a friend's ghost car and time. Unfortunately no split-screen mode is in the plans for now, but so far, the game still smokes.



A Transamerica effects like rain and smoke, are done perfectly.

Test Drive 4: Beauty and the Beast, getting you behind the wheel of today's hottest rides.



Is this a videogame, or is it a photo? The game's hyper-detailed graphics will have you gasping.



A few car graphics are some of the best ever seen.



A few level of detail is never enough to see the old.



Many of the tracks were patterned after actual places, and follow their road-like counterparts very closely.



When that was about the kind effects are just enough to see the old.

The buildings in the San Francisco level clearly resemble the real thing.

ANY MORE? TAKE IT!



Can you say "multiple scenarios"? Not only can you say "multiple scenarios", but you can also say "multiple scenarios".



'71 AC Cobra



'71 Plymouth "Hemi" Cuda

BEASTS

Along with disco music, muscle cars ruled the 70s. This is the only PlayStation game that lets you race the '67 AC Cobra and the '71 Plymouth "Hemi" Cuda, plus several other cars from the era.

BEAUTIES

Here are just a couple of the hot new sports cars that you can take out for a spin in Test Drive 4. Along with these, you can also race with the Jaguar XJ 220, the '87 Corvette, and the always fabulous GTS-R.



Cobra



'87 Dodge Viper

CHARTER SUBSCRIPTION OFFER ONLY \$1 AN ISSUE!



All new!

CALL

1-800-706-9500

TO START RECEIVING PSM - 100%
INDEPENDENT PLAYSTATION MAGAZINE

YOU'LL RECEIVE A FULL YEAR OF PSM
- 12 ISSUES - FOR ONLY \$12.00.
A SAVINGS OF ALMOST

83% OFF THE COVER PRICE!

Offer good in US only. Annual cover price is \$71.88. Canada US\$24, includes GST. Foreign US\$40. Prepaid in US funds only. Please allow 6-8 weeks for delivery of first issue.

THE BUG RIDERS

GT Interactive gets weird on us with the most unusual racer ever!

Don't roll out the fly paper just yet—GT Interactive's new racing game may feature nature's nuisances, but despite the icky subject matter, *Bug Riders* looks pretty good so far.

It all goes down like this. The planet Enhymon is looking for a new emperor. The current ruler, Emperor Lepetus, is on the brink of death, and he must find a successor. However, the job description says that you gotta know how to ride bugs! So to separate the good from the bad, Lepetus holds a major event, the Great Race, that will test the abilities of all who enter Olney, so who really needs a strong anyway? Just race!

Riding a variety of bugs that each possess unique characteristics, you'll buzz through six tracks that cover a variety of world terrains, including violent oceans, sweltering jungles, and even the reaches of a castle. Combat will also decide whether or not you're fit for a king, or if you're simply bug food. *Bug Riders* will feature over 22 characters who each possess their own weapons and racing styles.

Another *Bug Riders* innovation is the whip that you use. Much like a horse race, players must whip their bugs to increase speed and performance. But you have to be careful not to whip them too much, as their endurance will decrease. So be nice to the bugs, huh?

With luck, *Bug Riders* will offer a fun and unique alternative to standard racers, so for now, put those fly-swallers and repellents away!

One of *Bug Riders*' key features is its large assortment of unusual characters.



The environment presents you with many obstacles.

Bug Riders will be flying at a smooth 30 fps, so you may get a bit dizzy zipping around the trees.

THE BIG RACE

The varied environments in *Bug Riders* will challenge even the most skilled racers.



Don't let the pretty sky and beautiful seaside fool you—the ocean level is a toughy!



In the swamp, you'll have to keep your eyes glued to the screen to stay on track.



Because of the low-visibility nature of the courses, some of them razz through tunnels.

BATTLIN' BUGS

Combat is always fun against the computer, but it can't compare to going head-to-head and beating the bug brains out of a friend!

But like many race games, the two-player mode is where all the real action is!



So far, the standard one-player mode seems to be pretty good...



Enjoy some friendly competition via the two-player mode, which uses a horizontal split-screen format to allow for a wider view of the characters on the course.



A race's name to this game lies inside the eye—keep it well out for these crazy characters!

Anyone can race on the ground.



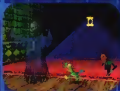
©1999 Intel Corp. Intel, the Intel logo and the Pentium logo are trademarks of Intel Corporation. All other names are trademarks of their respective owners.



WE'VE REBUILT HIM... MADE HIM STRONGER...



Geck is fueled with over 125 unique moves, 3,400 frames of fluid character animation and seamless texture skin testing. HBO™ comedian Denis Gould returns as the voice of Geck, lampooning Hollywood's finest with over 500 lip-synched celebrity impressions and smart-ass one-liners.



PC
CD-ROM

Call 1-800-721-0272 for Game Rating Information.

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. HBO is a registered service mark of Time Warner Entertainment Company, L.P.

FASTER... WE HAVE THE TECHNOLOGY

GEX: Enter The Gecko.
An explosively new, free-roaming 3D action game. We're pushing the limits of 3D technology with 360 degrees of "go anywhere you want" exploration. Brilliantly detailed graphics and lightning fast Gecko action.



Rebuilt for secret agent action. Glowy-crawly, wild crawling. Whip-cracking, tail-whips. And multiple disguises. All in a sarcastic, hyper-dimensional way. Take that, James Bond, Friedrich Kruger and Mr. Lee. [Real weapons require us to be vague].



GEX

ENTER
THE GECKO



For more GEX product and contest info, visit our website at www.crystallid.com.

Crystal Dynamics, the Crystal Dynamics logo, GEX, and the GEX character are trademarks of Crystal Dynamics.
© 1997 Crystal Dynamics. All rights reserved.



All Things Good and Bad that Plug into Your PlayStation, Part 1

Now more than ever, there is a seemingly endless supply of gadgets and accessories to plug into your favorite console. With so many options in the world of PlayStation peripherals, a consumer looking for a simple second controller could get lost—and much worse, spend too much money for a total disappointment. In an effort to sort out the tangle of cords, we searched the land for all things good, poor, and extremely cool for the PlayStation and took a close look at each one. We tested each and every peripheral and looked into the exciting near future of controllers. Think of it as a buying guide, of sorts. This month, we'll cover every control pad and joystick. Next month, we will finish up with flight sticks, steering wheels, light guns, as well as some other things to plug into your PlayStation.

Our reviews are based on input from the entire staff of PSM, and we pull no punches—you get nothing but the straight-up lowdown. If a joystick sucks, we'll tell you! The first and most important consideration in judging is how the accessory plays. How does it react when you input commands? Also, how does it feel in your hands? Is it well-built, or does it feel like it's going to fall apart after a week of use? Price is also considered, since we understand you want quality at an excellent value. Ingenuity earns a few points with us, as a well conceived product is often the best. Best of all, we picked stand-out products from each genre of peripheral that have the best quality for your bucks.

ACCESSORIZE YOUR PLAYSTATION!



Photo: Adam Lauer

Licensed or Unlicensed, that Is the Question

Peripherals come in one of two ways: either licensed by Sony or not. What does this mean to the consumer? When a product is licensed, it means Sony has essentially put its seal of approval on it. This guarantees that it will work perfectly with the system. The developers of the peripheral have access to Sony's specs and codes, as well as Sony's help in making a product that's fully compatible with the

PlayStation and its games. When something is unlicensed, it means the company that made it went out on its own to come up with a product, and it doesn't have Sony's support. As a result, unlicensed peripherals can have all kinds of problems, since Sony has no way to enforce any type of quality control. This can be a bad thing, but that's not to say all unlicensed peripherals are a bad investment—some are of very high quality, and they can often be the most innovative. For each description below, we've listed whether or not it is licensed—it is something to keep in mind when you start shopping around.

Standard Controllers

Just your basic controllers—no enhancements, no frills. That doesn't mean they can't be exciting. Many types of D-pads serve different styles of play. Each has a different feel in your hands, which can also drastically affect gameplay.

8-BUTTON CONTROLLER

Archie Intermixers • suggested retail price: \$11.95 • **unlicensed**

description: Larger and bulkier compared to the standard Sony controller, The D-pad is disc-shaped, and the cord is very short **what we thought of it:** This pad just doesn't cut it. Its large and awkward shape makes playing your favorite game quite frustrating. The D-pad is a bit flimsy, and it doesn't always do what it's supposed to. And what about that cord? It's as short as a Japanese Sony controller cord (which is tiny). When added up, the problems make for a poor offering **rating:** D



Alps GamePad

Alps Interactive • suggested retail price: \$29.95 • **licensed**

description: Designed with gamers in mind, it features a large, solid, disc-style D-pad (similar to a Saturn's) and cool teardrop buttons. The real innovation is in the grip. Its design is satisfyingly ergonomic, and it has hooks on the bottom of the handles to hook up your sweat. **what we thought of it:** If your hands cramp up during long game sessions, then this may be the pad for you. Its sturdy design has the adult hand in mind, so smaller-handed people will probably have trouble reaching the buttons. People tend to either hate or love this controller. There is definitely a learning curve when you first take it home, but the end reward is the best feeling controller you can own. Just be aware that the Alps Pad is kinda pricey—but great if you like living extravagantly **rating:** D+++



REC2 CONTROL PAD

company: ASCII Entertainment • suggested retail price: \$19.95 • **licensed**

description: Flat in design, kind of like an Super NES controller with wings. The D-pad is a 380-degree directional disc **what we thought of it:** This is a well-built, solid little controller. It doesn't totally conform to your hand because of its flatness, but it still fits adequately. The D-pad is quick and responsive, but the layout of the narrow shoulder buttons is a little too close **rating:** D+/1/2



PHILIPS STANDARD CONTROLLER

Mod Cuts • suggested retail price: \$12.99 • **unlicensed**

description: The same size and shape as the Sony controller, it features a disc-shaped D-pad and little grooves on the bottom of the handles for your fingers.

what we thought of it: The D-pad is on the boss side, which is good for letting off fireballs and other moves in fighting games. For this price, it's hard to beat. It's well built, although not among the sturdiest we tried. The only complaint we have is about the grooves on the bottom—your fingers may not fit comfortably.

rating: D++/1/2



TOP HONORS

PLAYSTATION

Z-Products • suggested retail price: \$9.99 • **unlicensed**

description: It's a contraption you attach to your standard Sony controller that turns the D-pad into a joystick. It is attached with rubber bands and comes with several interchangeable sticks. If the rubber band ever breaks, Z-products will gladly replace it for a buck fifty.

what we thought of it: For the price, nothing out there enhances gameplay more than this simple, yet brilliant, peripheral. Admittedly, it doesn't work well with fighters, but it's awesome with all other games. The variety of interchangeable sticks suits several different genres. One is cup-shaped for driving games, and a foil-topped stick is designed for flying and action games. A couple more are included, as well. They only work with the standard Sony controller, which is OK because we all have one. This, more than any other peripheral, is the one to buy. Everyone can afford it, and once it's attached, you will never want to take it off **rating:** D++++



TOP HONORS

SONY STANDARD CONTROLLER

Sony USA • suggested retail price: \$19.99

licensed

description: We all have at least one of these guys.

You know the deal—eight buttons and a four-button D-pad. Ergonomic handles fit nicely into the hand.

what we thought of it: Maybe it's because we have been using them for so long now, but this pad is clearly the best in the market. It won't bust on you as easily as the rest of the controllers, and it has great response. Sony set a high standard with this controller. It's a hard one to beat!

rating: D++++1/2



POWERPLAY FSK CONTROLLER

Niles • suggested retail price: \$12.99 • **unlicensed**

description: Almost the mirror image of the standard Sony controller, the PowerPlay features a cross-style D-pad like the Super NES.

what we thought of it: It has a nice weight and feel in your hands, although it is slightly bulky. The D-pad is just like the one found on the Super NES controller, and it works great. The usability of the controller is questionable. It might be made a bit more quickly than its Sony counterpart, but that is also reflected in the price. Overall, the PowerPlay is a solid choice for the money, especially if you love the Super NES D-pad.

rating: D++



THE MUCK

Niles • suggested retail price: \$9.95 • **unlicensed**

description: The D-pad on this controller is in the shape of a cross, much like a Super NES controller. It is flatter than a standard Sony controller, and the handles stick out a lot of an angle.

what we thought of it: It's easily affordable, but don't let that fool you. The eternal sin in ergonomic design: feel. Uncomfortable and awkward, it feels like it's always on the verge of flying out of your hand. The shoulder buttons are way too close to each other and are very narrow, making them hard to hit. Fans of the Super NES controller may like the D-pad, but the original Nintendo cross is better.

rating: D



Enhanced Controllers

Enhanced controllers are gamepads with special features that affect gameplay. Most popular are the turbo and autofire settings, along with the questionably useful slow-motion switch. Turbo settings make pressing and holding a single button perform the same function as rapidly pressing the button. Autofire allows the same action for hands-free rapid fire. Some pads feature programmability, which lets you assign a combination of complicated button presses to a single button. An enhanced pad with all the extras can be a good choice for a second controller. Here's the scoop on the best and worst out there.

PSYCHO PRO JEL
ASCI (also • suggested retail price: \$19.95 • license pending)

description: This pad lets you program special moves or complicated button presses into a single button. You can assign simultaneous commands to any of the four action buttons on the front, and assign a series of presses (like a fireball) to the shoulder buttons and the extra D-pad in the center. It has really big action buttons.

what we thought of it: It is comfortable in your hand, but the circular D-pad is a bit too stiff. The programmability feature is fairly easy to use. It lets you program up to five steps to each of the controller buttons, and up to 10 steps to the circular D-pad—making some ten-hit Tekken combos possible with just a button press. If fireballs have always given you trouble, then you may want to look into this pad. It's also cool that your programmed moves are stored automatically to one of four memory banks in the pad, so you can set it up for four different characters or games. Just keep in mind that if you pack this controller up, you will be buying it for the programmability and not for the D-pad.

rating: **000**

SHOULDER ASCII PAD
ASCI Entertainment • suggested retail price: \$29.95 • licensed

description: Same as the ASCII Control Pad, but with turbo and autofire settings for each button and a slow-motion switch.

what we thought of it: The pad has an odd shape, making it a little hard to hold, but the D-pad is very effective. The shoulder buttons are way too thin and close together, making them hard to press accurately. The turbo and autofire work really well for the right kinds of games, and turning the functions on and off is as easy as a gnat.

Overall, it's an average pad.

rating: **001/2**

FREQUENT PRO
Intercept • suggested retail price: \$14.99 • licensed

description: Includes a disc D-pad and finger grooves on the handle. Features turbo, autofire, and slow-motion.

what we thought of it: This pad feels fairly comfortable in your hand, but the D-pad is less than perfect. It's a bit of a struggle to pull fireballs and other moves because of its stiffness. Another problem is the location of the slow-motion switch on the bottom of the controller—it's easy to accidentally hit while in the middle of some intense action, which can screw up your game. Furthermore, however it is built and sturdy. It's a good one to at least check out on the shelves.

rating: **001/2**

PSX PRO CONTROL
Nebi • suggested retail price: \$12.99 • unlicensed

description: The disc-style D-pad and the action buttons are a little further apart than the norm, making for a wider controller. It features slow-motion and turbo.

what we thought of it: Not the most attractive, but still effective. The D-pad is elevated—something to get used to, but it's still nice and loose, making moves easy to pull off. The turbo setting is simple to set up, and the pad feels comfortable. It may be lacking in quality, but overall it's an average pad at a nice price.

rating: **000**

TOP HONORS

ENHANCED ASCII PAD
ASCI Entertainment • suggested retail price: \$24.95 • licensed

description: Shaped like a Sony Controller, with a disc-shaped D-pad. Enhancements include turbo and autofire settings and a slow-motion switch.

what we thought of it: If you take a standard Sony controller and add turbo and autofire switches, you will have the Enhanced ASCII Pad. Easily built as solid as its Sony counterpart, it's a good choice for a second controller. The turbo and autofire switches are easy to adjust, and they are effective with the right kinds of games.

rating: **00001/2**

PROGRAM PRO
Intercept • suggested retail price: \$29.99 • unlicensed

description: A clear casing encloses the stylish, programmable controller. You can assign a series of button presses to a single button, and two extra buttons are included solely for this purpose. It also features slow-motion and autofire.

what we thought of it: The pad really feels nice in the hand, better even than the Sony design. The disc-shaped D-pad is adequate, but not exceptional. The programming function is a little complicated, but it's easy enough to master after a bit of study. You can actually program up to 87 commands to one button, making it very useful for long combos. The two extra action buttons are well placed, but only features autofire, no turbo settings. Although a bit on the pricey side, the well-designed and sturdy Program Pad is still worth a look.

rating: **0001/2**

ADVANCED CONTROLLER
Mad Catz • suggested retail price: \$17.99 • unlicensed

description: Another pad with grooves for your fingers on the handles and a disc-shaped D-pad. It features the standard enhancements of slow-motion and turbofire, but no autofire.

what we thought of it: We liked it. The D-pad is very loose, making moves easy to pull off, and it is actually better than most of the others out there. Setting the buttons to turbo takes a few steps, but it works well for the right kind of game. The pad is built soundly, but maybe not as recently as some of the others. This is still a pad we highly recommend. Plus, it has a great price.

rating: **0001/2**

ADVANCED CONTROLLER
High Frequency • suggested retail price: \$17.99 • unlicensed

description: This pad comes in all kinds of colors and paint schemes, like a low-powder and glow in the dark. It features turbo, slow-motion, and a disc-shaped D-pad. The controller itself is shaped like the Sony, with grooves in the handles for your fingers. It sold exclusively at Toys 'R Us.

what we thought of it: The colors are fun, and the glow-in-the-dark model captured our attention. The problem is that the quality is just not there. It isn't as fast as the Advanced Pad, it is slowly unresponsive. The D-pad is slow, it's unresponsive, nor are the action buttons. You may lead to frustration in situations when accuracy is paramount.

It's just program the turbo buttons, not each individual button, so it's not norms acceptably.

rating: **01/2**

ROCK STAYING
Moby • suggested retail price: \$17.95 • licensed

description: Same shape and size as the Rock staying controller, we hit the slow-motion, and a pretty light disc-shaped D-pad.

what we thought of it: It's the same as the uddy controller as the Rock, but with turbo and slow-motion. Just, and the Rock, we saw for the whole scope. It's not the best, a wasteful, and shows out there are cheaper and better.

rating: **0**

TOP HONORS

ASCII Game

description: A one-handed controller, marketed for RPGs, that fits into your palm. It has a rubber grip on the bottom to keep it from flying out of your hand. The X and Y buttons are located on the bottom for easy access with the index finger. You can reposition any of the buttons to your own preferences.

what we thought of it: In the last issue, we gave it five stars. The innovative grip leaves one free hand to do other things like take notes, eat, drink, pet the dog, or whatever—without missing a beat of your game. The D-pad works just as it should, and you can use it in your left or right hand. Get this pad if you're an RPG fan, or if you just want to get other stuff done while you play games. **Awesome!**
rating: 00000

Sony PSX Ultra Play

Nyko • suggested retail price: \$19.99 • unlicensed

description: It has a cross-style D-pad, much like the Super NES controllers, with turbofire and slow-motion functions. Small indicator lights also tell you which buttons are set to turbo.

what we thought of it: If you're a fan of the Super NES controller, you will want to look into this one. Nothing about the pad would hamper gameplay, except for maybe the turbo button on the bottom of the left handle—your fingers are apt to hit it if they slip. It's sound, sturdy, and worth a look.
rating: 000

Action Play PSX Controller

Nyko • suggested retail price: \$12.99 • unlicensed

description: The handles sit out at less of an angle than the normal Sony controller. The D-pad is very similar to the Saturn's. It features turbo and slow-motion.

what we thought of it: If you love the PlayStation, but you prefer the Saturn's controller, then this pad is for you. Basically a PlayStation controller with the Saturn's D-pad added, it's some kind of crazy hybrid. The turbo function is easy enough to set up, but there isn't an autofire mode. It's a comfortable fit in your hand and is made with quality parts. The D-pad is a little on the loose side, though. This one's a great buy, considering the price.
rating: 0001/2

Sony PSX TransPlay

Nyko • suggested retail price: \$29.99

description: It's a Sony PSX Ultra Play in a clear casing.
what we thought of it: It's the same controller as the Sony PSX Ultra Play (see review on same page). Just remember that you can see through this one, and it's \$10 extra.
rating: 000

Enhanced Controller

Artix Interactive • suggested retail price: \$15.99 • unlicensed

description: Artix took its wireless controller and added a cord. It features turbo, slow motion, and a cross-shaped D-pad.

what we thought of it: We threw very little of this pad. It still fits the space on the back where you would put the batteries in the wireless model. Obviously, not a lot of thought went into the design. It is very uncomfortable in your hand, and the action buttons are too far apart. The shoulder buttons are also a little hard to reach. The D-pad just sucks. Who cares about the turbo when nothing else on the pad has any redeemable qualities?
rating: 0

Wireless Controllers

If you have ever tripped on your controller's cord, pulling your PlayStation to the ground in a crash, then you may want to investigate the purchase of a wireless controller. With one of these, you can play your games from almost anywhere in the room without the tangle of wires that normally protrudes from your system. A wacky thing to do with wireless controllers is to switch your controller to control Player Two instead of Player One when you challenge a friend, allowing you to control his or her movements. Just remember one thing—all wireless controllers take batteries.

TOP HONORS

Wireless Pro Pointer II

Nyko • suggested retail price: \$49.99 • unlicensed

description: The only wireless joystick on the market. The stick is bat-shaped, and it has a turbo setting for the action buttons. Requires four AA batteries.

what we thought of it: Probably the best wireless controller available, and it's a joystick! A subtle approach is required to pull off special moves like uppercuts and fireballs, so you will face a bit of an adjustment time when you first get on it. The buttons are nice and springy, and the turbo is easy to use.
rating: 0001/2

PSR-II

Nyko • suggested retail price: \$25.99 • unlicensed

description: It has a disc-style D-pad, with features including turbo and slow-motion. Only one controller is included in the package, but the receiver accepts two controllers. The effective range is up to 30 feet straight on and 14 feet from an angle.

what we thought of it: It has a comfortable grip in your hand and really works from anywhere in the room, with a reaction time the same as a normal cord controller. The D-pad is slightly elevated, and it's tough to pull off complicated moves. The action buttons are also a bit far apart for our tastes. Considering that the rest of the wireless controllers give you two controllers in a package for the same amount of money, the PSR-2 is a big letdown.
rating: 01/2

Dual Fire Wireless

Performance • suggested retail price: \$39.99 • unlicensed

description: This is almost exactly the same as the PSR-2 wireless controller, but with two controllers per package. They can also control some TVs.

what we thought of it: Even though this pad is similar to Nyko's in appearance, it outperforms. The D-pad is definitely better and has much more spring to it. The action buttons are still a little far apart. A cool feature of this pad is the ability to control your TV—that is, if you have one of the specific models that are compatible. Out of the entire bunch, this wireless is the best, and it has the most bang for your buck.
rating: 000

Wireless Controllers

Artix Interactive • suggested retail price: \$59.95 • unlicensed

description: Features turbo, slow-motion, and a cross-shaped D-pad.

what we thought of it: Let us put it to you this way—we could not pull off a single football. The D-pad is next. The action buttons are a little recessed, making control nearly impossible. Definitely a waste of \$60.
rating: 0

Analog Controllers

The way we play games is about to change. Analog is the way of the very near future, and it's going to shatter the old methods of digital video game enhancements. Up until now, it's been the games that have advanced—not the peripherals. Finally, control interfaces are starting to catch up.

The difference between digital and analog is as vast as night and day. With digital, it doesn't matter how hard or soft you press a D-pad or joystick. With analog, the degree of pressure you apply directly affects the resulting action. The improvement in control is truly amazing and is something no gamer should ignore. Almost all games coming in the future will have an analog mode, and you always want to get the most out of your games.

ASCI SPHERE 360

Interfaced • suggested retail price: pending • Release pending
release date: Christmas



The Asci sphere will feature a 360-degree arc analog ball, it will also have a normal D-pad, with all the normal action buttons. The Sphere is based on a similar pad called the Space Orb, for the PC, which is the controller of choice for the Quake world champion. For first-person games, the sphere acts like a human head—you can twist it up, down, left and right to look up and down or turn left and right. Push the sphere forward and backward or left and right to move or strafe in those directions. The Asci Sphere will have as steep a learning curve as the Space Orb and may take hours to master, but the resulting revolutionary control will change the way you play. The big question is what and how many games will be configured for it. We will keep you posted as this product gets closer to shipping. You can definitely expect a full review when it does.

BARACODE

Interfaced • suggested retail price: \$29.99 • Unreleased
release date: pending



The analog Barcode is based on the Sony analog pad, but will take things to the next step with enhancements like turbofire and slow-motion. The dual analog sticks will be made of metal as opposed to Sony's plastic, making for a very durable pad (hopefully!). It is also rumored to feature the vibration mode that Sony dropped for the U.S. analog pad, although not that many domestic games are configured for it. The design is looking slick, and it has a cool paint job—you feel like a conscious PlayStation gamer should take notice. We are really looking forward to the Barcode, so expect to see a complete review as soon as we get our hands on one.

NEOSOH

Interfaced • suggested retail price: \$44.99 • Unreleased
release date: pending



Description: Actually limited in its analog capabilities, the NeoCar is only analog on the horizontal (X) axis. You move left or right by twisting the controller.

What we thought of it: The degree of twist directly affects the amount you move. It also has a normal D-pad and action buttons. This pad takes a little getting used to. It becomes one to twist by once mastered, although some people never get it. It works best in driving games (especially any already analog on the X axis). It's fun to find other uses for it, though. In one Japanese game, *Stron R*, you must use firing water out of a wet towel—creaky. A cool item.

rating: 0000

THE GLOVE Reality Quest

Interfaced • suggested retail price: \$89.99 • Release pending
release date: TBA



The coated Glove is truly a revolutionary controller. Soon, we'll have slipping or our ergonomic mitts, sitting in front of our favorite game and kicking butt with just the smallest wrist motions. That is, of course, if Reality Quest comes through with a product that works as well as its prototype. So far, what we played lived up to all its expectations. A particularly cool feature will be a simulated analog mode, which will turn a digitally game into one that responds as if it's analog. The way that "reality" games are much deeper level of control. The Glove's sensitivity will be completely adjustable, and you will be able to assign any of the buttons to any of the other buttons.



SONY ARCADE STICK

Interfaced • suggested retail price: TBA • Released
release date: September

This pad makes control you never dreamed of a reality. Just imagine a driving game with analog gas, brakes, and steering. It will look like it's a real car, but you won't miss it unless you're experienced at driving. Apparently, Sony has big plans for the future of vibration (AKA force feedback), but the technology wasn't ready to be incorporated into its new pad. Also, the new pad is a potential case of patent infringement here in the U.S. When this game is available, we'll see if the new analog controller will be the biggest selling controller ever.

Joysticks

Great for making believe you're on an arcade, joysticks are plentiful for the PlayStation. They come in all shapes and sizes, with a variety of features. Most important, though, is the stick and its play, as well as button layout. Check out the following PSM views on what is the best joystick for you and your PlayStation.

ARCADE REX ACT

Interfaced • suggested retail price: \$29.99 • Unreleased
release date: pending



Description: The enhanced features of this joystick are a two-speed turbofire switch for each button and slow-motion.

What we thought of it: We liked this one, it was satisfactory in all areas. The stick has a capable rubber ball on the top for your grip. It was a little stiff, but it should loosen up with repeated sessions. The wide base sits securely on your lap, and the construction seems superior. The buttons are well laid out, but they are a bit loose and a little small. The two speeds of the turbofire give this stick a unique edge, although we're not sure about its usefulness. Overall, we were impressed.

rating: 000

PSYCHO PAD HD ACT

Interfaced • suggested retail price: \$29.99 • Unreleased
release date: pending



Description: Take the Arcade Rex, add the programming features of the Psycho Pad Jr., and make it multi-console.

What we thought of it: The stick and the action buttons get the same review as the Arcade Rex. The programming feature makes the stick interesting, although it's moderately complicated. You can program a series of up to 10 commands into one of the extra four buttons, as well as up to five moves into one of the four L or R buttons. This function can be pretty handy to master, considering some moves require precise timing as well as pauses between inputs. The pad accommodates this by providing buttons for one to three second pauses during a move, but it may take a lot of messing around to get it right. Something is lost in the translation when you turn a brilliant ten-hit combo into an easy single-button push, but if you're looking for a little simplicity, then you might want to pick up one of these sticks.

rating: 000/2

SPECIALIZED ASCII STICK

Interfaced • suggested retail price: \$34.99
release date: pending



Description: A large sturdy base with turbo, autofire, and slow-motion features.

What we thought of it: This was the best joystick on the market for some time, with great play in the stick and large buttons with lots of spring. The turbo and autofire functions are great for shooters and are easy to adjust. Its attractive design is based on the look of the PlayStation, and it fits nicely into your collection. The deciding factor will be whether you're willing to shell out over \$50 for it.

rating: 000

BIO GRIP JOYSTICK

Interfaced • suggested retail price: \$19.99 • Unreleased
release date: pending



Description: The Bio Grip has all four action buttons on the stick and action buttons on the base. The enhancements include turbofire and slow-motion.

What we thought of it: This thing just plain sucks. It may look like a fight stick, but don't be fooled—it's in the joystick section for a reason. We went over this one last issue, but here's a recap. The stick is incredibly stiff. It's a chore to push it in any direction. It looks cool, but in the end, that's its only attribute.

rating: 0

TOP HONORS

PS2: ANIMECK STICK

ASCEI Entertainment • suggested retail price: \$39.95 • licensed • release date: August

description: A very simple joystick, featuring no enhancements. It's just a bat-shaped stick with a metal rack and large buttons.

what we thought of it: This joystick is simply great. Everything you should be looking for in a new stick is here. The bat-shaped stick is just like the kind found at the arcade, and it is truly awesome in both response and feel. The large buttons are easy to hit, although they are laid out in more of a square pattern than the diamond we've all used to. The stick has just one purpose, and that is to help you trash your competition. If any joystick deserves your money, it's this one.

rating: **OOO**

NAMCO JOYTETHER

Namco • suggested retail price: \$29.95 • licensed

description: Designed specifically with Soul Blade in mind, this offering from Namco has six main buttons, with L1 and L2 represented by small buttons in the upper-right corner.

what we thought of it: Coming from Namco, we were expecting great things from this stick. It is built solidly with a metal plate covering the top and a metal stick. It works well with Soul Blade and Tekken, but if any of your other fighting games use the L1 and L2, you are a bit out of luck. They were going for a six-button controller, but the PlayStation has eight buttons. Because of this, it is only an average stick. If you only own Tekken, Tekken 2, and Soul Blade, or are a diehard Namco fan, then you may want to pick this up. If you own any other games, then you could certainly do better with some of the other sticks out there.

rating: **OOO**

PS2: HYKIDRON JOYTETHER

Nyko • suggested retail price: \$24.99 • unlicensed

description: This is an enhanced joystick with a twist—literally. The action buttons are on a 270-degree rotating disc that lets you adjust the buttons to almost any angle. It has the standard ball on a post stick and features turbofire, autofire, and slow motion.

what we thought of it: The idea was novel. Unfortunately, however, Nyko didn't take into account the makings of a good joystick when this baby was designed. The base is too small, making it difficult to hold comfortably, despite suction cups on the bottom for sticking to a tabletop. The rotating button pad is a unique feature, but its effectiveness is overshadowed by the presence of the small action buttons we've ever seen on a joystick. Also, all the buttons are elevated, which adds to your discomfort when you sit down for a session. The stick offers way too much resistance, which is both frustrating and awesome. Nyko really needs to take another look at what a serious gamer requires before it designs another joystick.

rating: **GO**

PS2: PHOROS

Intercept • suggested retail price: \$69.99 • licensed

description: Your basic ball on a stick. Enhancements would include a wireless speed turbo, autofire, and slow-motion. An LED display shows you which enhancements you are using.

what we thought of it: The enhancements are easy to use, effective, and light up nicely when they are in use. It's not as large as some of the others, but it does play well with an extremely responsive stick. The buttons, on the other hand, don't bounce back after pressing them as much as we would prefer, but perhaps that is a part (being a stick) they should have. It's an average enhanced joystick. The price is only not negative.

rating: **OO**

Part Two...

Be sure to check out next month's issue, because we'll give you the goods on the rest of the peripherals out there—flight sticks, steering wheels, light guns, and other wild things to plug into your system. So don't buy anything until you've read Part Two!

List of Manufacturers

If you can't find these products in your area, or you just want more information, give the company a call or check out their web site.

Act Labs
1(800) 980-9997
www.actlab.com

Docs—a division of Arista Interactive
(516) 952-1500
aristagrp@aol.com

Alps Interactive
1(800) 825-ALPS
www.interactive.alps.com

ASCEI
(415) 780-0166
www.asceient.com

Interact Accessories
(410) 238-1426
www.interact.com

Mod Cats, High Frequency
(619) 440-1618
www.modcats.com

Naki
1(800) 626-6254
www.nakiusa.com

Namco
(408) 922-0712
www.namco.com

Nuby
(888) NUBY MFG

Nyko
(888) 444-NYKO
www.nyko.com

Performance
(410) 238-1426

Reality Quest
1(888) 96GLOVE
www.rhaglove.com

Sony
(800) 345-SONY
www.sony.com

Z-Products
(317) 577-4880
www.playstick.com

Hey, Naki! Not yet! You've still gotta die just fund!



P

JERSEY DEVIL



- Multiple open 3D environments, tracks and rides
- Tons of action and puzzles
 - 20+ moves
 - 60 character models
- Supports dual-analog controller





THE BEAST IS LOOSE

"...looks to be one 'damned' fine game,
and should prove one of the 'hotter'
titles we'll see this fall season"

— *P.S.X.*, August '97

"The game uses large 3D levels
in a variety of unique styles (...)
filled with traps and enemies
that pose a serious challenge
to the player"

— *Next Generation Online*, May '97

"...lavish cartoon-style graphics
offer gamers a fun-filled action
platform experience."

— *PS Extreme*, July '97

JUST TRY MESSING WITH HIM!

www.malo.com

©1997 Araya Inc. is a trademark of Malofilm Studios.
PlayStation and PlayStation logo are trademarks of Sony Computer Entertainment, Inc.



A diabolical
product from
malofilm
interactive

The Clocktower Walkthrough

fear is fascinating...

SPOILER ALERT!

This guide contains a complete walkthrough of Clocktower and should only be used when necessary.



Don't be scared—you can't let that evil Scissorman keep you from finishing the game. This horror game has lots of extras, so you've come to the right place if you want to find everything. Use our complete walkthroughs to get "A" endings for both Helen and Jennifer. We'll also give you some clues on how to get the rest of the endings for each of the characters. So turn out the lights, grab a flashlight (so you can read this), and get ready to solve the Clocktower murders with the help of your friends at PSM.

The game is set up in three scenarios, not including the prologue. In between the scenarios there are intermissions. The intermissions have a map on the screen that lets you visit any number of locations. Visit them all: they always lead to the next scenario. Which scenario you wind up in depends on the course the storyline is taking and which character you're playing.

First, follow the strategy for the prologue. Then follow the walkthrough for the character you choose. If you get stuck in a corner with the Scissorman, remember your panic button! It will often get you out of a hairy situation. By the way, we won't reveal where and when Scissorman will appear—no need to spoil a cheap scare. When he appears, just find a way to ditch him (like looking for places to hide), then continue with the walkthrough. Lastly, explore thoroughly! Hints are hidden in areas unusual places. **P**

prologue

1. Begin the game by going to the main menu. Press the **Start** button to begin.
2. Talk to the two men in the hallway. One is the Scissorman and the other is the Scissorman's friend. They are both wearing masks.
3. Now return to the main menu. Press the **Start** button to begin.
4. Helen is a girl who is a student at the Clocktower. She is a student at the Clocktower. She is a student at the Clocktower. She is a student at the Clocktower.
5. Talk to the Scissorman and the Scissorman's friend. They are both wearing masks.
6. Talk to the Scissorman and the Scissorman's friend. They are both wearing masks.
7. Finally, go into the bathroom to meet Edward with the Scissorman.

Jennifer's Walkthrough

scenario 1: jennifer at the university laboratory

1. Get the oil can from the storage room on the first floor.
2. Find the ladder key in the security room on the first floor.
3. To end the scenario, find the exit on the top floor. Use the ladder key on the box under the window to lower the ladder and climb down to safety.

well to discover the location of the Scissorman's Mansion. When the mask flies off the wall, grab the vase on the table and toss it at the mask.

2. Next, go to the laundry room on the first floor and get the detergent from the shelf on the wall.
3. Go up the stairs to the bedroom. You'll have to check the closet twice to find the statue.
4. To finish the scenario, go the patio downstairs and throw the detergent at the dog.



scenario 2: helen at the library

If you let Mr. Sullivan examine the skull in the library, and you said "No" to Nolan at the Newspaper Company regarding going to Rick's house, follow this walkthrough. If you had Rick look at the statue, then follow the next walkthrough (Scenario 3B, in which you send Helen to Rick's house).

1. Talk to Edward in the stock room.
2. Go to the chief librarian's office and talk to Mr. Sullivan twice to get the key to the reading room.
3. Use the key to get into the reading room, then use the stop ladder to get the book off a shelf.
4. You will read the book then leave the room. You will then follow the chief librarian up to check on the clock.
5. Go back to the chief librarian's office and get the key to the collection room from the desk.
6. Go to the collection room and click on the fish tank to light the room. Grab the statue from the table.
7. Go back upstairs to the machine room.
8. Now go down to the office behind the reception desk. Edward will be under the desk.
9. You will automatically go to the reading room. Hide Edward under the desk, and check the vent on the left near the floor.
10. Return to the office behind the reception desk, and get the screwdriver from the bottom left desk drawer.
11. Return to the reading room, where you left Edward. Use the screwdriver on the vent to bring him escape.
12. Finally, go back to the stock room to end the scenario.



scenario 3: helen at the newspaper company

Now for the long haul to the end...

1. In the church library, find the nose on the top right bookshelf.
2. Go to the Priest's room. Check the Priest's robe to get the key for the drop ladder.
3. Go to the chapel and get the astronomical plate off the wall.
4. Now find the torture chamber. Get the candle from the ground.
5. Quickly go to the courtyard and show Professor Barton the note. After he reads it, he will give you the door spell. If you don't hurry, he will be dead when you get there—which means no door spell!
6. Find the bedroom and click on the newspaper between the two beds. Now click three times on the corner where the mouse ran into the hole. You will receive the key to the study.
7. Find the servant's room, and click on the bed to get the copper bowl.
8. Enter the kitchen and find the storeroom. Click on the floor, then click twice on the left bookshelf. A trapdoor in the floor will open leading to the wine cellar. Enter the cellar and look around, then leave. A sound will alert Jennifer before she leaves the room. Click behind the wine racks to find Beth. Talk to her twice to get the mansion key. Look for the key in the left wine barrel if both is not there.
9. Find the Big game and inspect it. Jennifer will take out the key and open it.
10. Use the oil can Jennifer collected as fuel to open the door under the stairs. This leads to the garage room.
11. Inspect the outfit in the storage room to get the box key. Then get the rope from bottom of the bookshelf. Tie the rope and use it on the door next to the box to keep the door shut. Finally, use the box key on the box to release Helen.
12. Go upstairs to the balcony. Try to open the locked door on the right. An escape route on the ledge will lead you to the room where Helen is. Enter the room through the window and talk to Nolan.

scenario 2b: nolan at rick's house

If Rick checked out the statue in the prologue, and you said "Yes" to Nolan at the Newspaper Co. regarding going to Rick's house, then proceed with this section of the walkthrough.

1. Go to the kitchen. Inspect the mask on the

eat.
burp.
eat.
burp.
eat.
burp.
puke!



These guys know how to party.



RAMPAGE
WORLD TOUR

PlayStation and the PlayStation Logo are trademarks of Sony Computer Entertainment Inc. Sega is a trademark of Sega Enterprises, Ltd. and Dreamcast is a trademark of Sega-Mitsubishi Technology, Inc. Rampage World Tour is a trademark of Midway Games, Inc. All rights reserved. Designed by Game Refuge Inc. RAMPAGE WORLD TOUR and RAMPAGE are trademarks of Midway Games Inc. Distributed by Midway Home Entertainment Inc. under license.

Parappa The Rapper

become the king of the master rappers!



So, you think you're a pretty hot rapper, huh? Maybe you've beaten everyone in town, from Chop-Chop Master Onion to MC King Kong Mushi? OK then tough guy, answer me this one—are you "Cool"?

What Is This "Cool" Thing, Anyway?

During play, the game judges how well you rap and rates your performance. Your ranking is shown in the "U Rapper!" meter on the lower-right side of the screen. As you rap better or worse, your rank will fall or climb between "Awful," "Bad," or "Good." If you rap really, really well, you can achieve "Cool."



Cool, So How Do I Get It?

First of all, before the game will even let you attempt getting Cool on any given level, you must have already beaten that stage with a final rank of Good. Once you have done this, you will notice that a picture of Parappa has been placed next to that

level on the stage select screen, which is found on the options menu. Now you can select that stage and play it over and over until you manage to earn a Cool ranking. When you do, the picture of Parappa for that level will be replaced by a crown on the stage select screen.

I Just Can't Get Cool!

Don't fret—it can be very tough. Sometimes the game almost seems to judge your performance randomly. Just rap normally until you can get "Cool" to flash, then add in some freestyle elements to your next line. It's important though that you still hit the required beats while freestyling. C'mon, you can do it!



beating the masters

For the most part, you try to do the same things when you freestyle on any level, add in extra beats whenever there's a note, and complete phrases that you learn in that level. Still, each Master presents unique challenges...

Stage 1



A Chop-Chop's level is easy once you have so much extra time to freestyle.

Stage 2



A Macoolin keeps things going fast—improvisate a bit at the end of your lines.

Stage 3



A Add a few extra beats in-between Razzardew's lyrics to win him over.

Stage 4



A Giver-Chop is tough. You'll need to try everything to get Cool here.

Stage 5



A Here, use the same techniques that worked earlier for each Master again.

Stage 6



A In the last stage, you'll have plenty of time to freestyle during the chorus.

are you cool enough to get to this screen?

As you get Cool in each of the levels, crown icons will appear next to those stages on the stage select screen (Japanese pic shown). When you get Cool on every level and earn a screenful of crowns, you will become "King of the Master Rappers." A new option will then appear but hey, our lips are sealed!

**Just don't forget,
"You Gotta Believe!"**



psm's master rapper contest

Do you think you're a pretty hot Master Rapper? If you can think, then showcase all your talents of the stage by entering our drawing for six crowns. Then you'll know if PSM's Master Rapper Contest, c/o Imagine Publishing, 150 North Hill Drive, Redlands, CA 94065. The first three winning entries will win a... (Prize: Soundtrack!)

DON'T BE A "JOE CHIN" ENTER TODAY!

YOU MEAN I CAN WIN THE OFFICIAL PARAPPA SOUNDTRACK! THAT'S WHAT!

A Almost all of your pals will think you're like "Starlin" (chick, I can't hold it, my best before I stretch) said it.



Castlevania: Symphony of the Night PSM strategy guide

SPOILER ALERT!

This is a complete walkthrough of *Castlevania: Symphony of the Night*, and should only be read with caution. Don't say we didn't warn you!



W hew! This game is so enormously huge, and so incredibly deep, we've been playing it nearly every night for months and we're still not convinced that we've uncovered all of its secrets! We found an awful lot to write about, though—so without further delay, let's get ready to enter *Castlevania*!



general tips

1 ► Starting The Game: Confronting Dracula

At the start of a new game, you must re-enact the climactic battle with Dracula from the previous adventure. Since this is just a prelude to the real game, and is mostly to get the story going, you can't actually lose this battle with Dracula—if you take too much damage, you will automatically be healed and made invincible. BUT, how you fare against him DOES affect the real game! Depending on how well you do, Alucard will have different attributes at the beginning of the adventure. If you just want to get the game going, use the holy water Rain spell. If you want to go for max stats, you'll have to put in a bit more work and practice.

When fighting Dracula, many different things affect your starting stats, and even we haven't nailed them all down exactly. But we're pretty sure that each of the following elements have something to do with it: the amount of time you take, the amount of life you lose, if you "die" or not, and if you use special weapons or magic attacks. Here are a few examples:

Don't lose any life, and kill Dracula both times with special weapons or magic.
STR 7, CON 7, INT 8, LCK 8, MP 75, MP 20, HEART 55

Defeat both forms, and only get hit a couple of times using no special weapons.
STR 9, CON 6, INT 8, LCK 6, MP 75, MP 20, HEART 50

The hardest way to don't get hit at all, and don't use any special weapons or magic.
STR 9, CON 6, INT 8, LCK 13, MP 80, MP 20, HEART 50



Just to whip Dracula and get started, use the Holy Water's magic attack.



After defeating the web that's controlling Rottles, simply walk to the left, stand on the pillars, and press up to warp to the second, inverted castle.

2 ► The Inverted Castle

Here's what you do to reach the second castle, which is an inverted mirror image of the first with all new items and enemies. Take the two rings that Milla gives you: the Silver and Gold rings, and equip them both in the room with the large clock. A secret room will open up beneath you, where Maria will give you the Holy Glasses. Equip the glasses when you fight Richter, and you'll see that he's being controlled by an evil owl. Deploy it, then walk to the left, stand on the platform, and press up to go to the other "castle!"

3 ► The Different Endings

So far we've seen four different endings. Here are the specific requirements for each ending:

Ending 1: Kill Richter without the Holy Glasses
Ending 2: Kill Richter with the Holy Glasses
Ending 3: Kill Dracula with less than 200%
Ending 4: Kill Dracula with more than 200%



The castle blows up real good!

4 ► I Give—Does the Telescope Do Anything?



This one just bugs the hell out of everybody! First of all, the Japanese version of the game have broken this room down into pieces and analyzed it for countless hours. As far as we can tell, the telescope isn't really good for anything, except maybe as a clue that you'll eventually need to find the Eurythmian. Oh well.

The telescope is completely worthless, so don't even waste your time on it.

5 ► The Clock Room Mystery

First off, two hidden paths lead up past the stone statue sitting in the upper corners of the room. To open the upper-left passage, just be patient and do nothing—it automatically opens every minute. The upper-right passage requires you to activate the watch's time-lapse function.

Read up number two for info on opening the bottom passage. In the second castle, you'll open that path by finding and equipping the five pieces of Vlad



At the heart of Dracula's castle lies the mysterious clock room used to control.



The priest is not your typical mysterious character.

6 ► The Confession Booth

In the first castle, there is a confession booth near the giant staircase at the middle far-left of the map. Stand in front of the chair to the left and press up to sit down—the ghost of a priest will come out and bless you, and sometimes leave you food. If you try sitting in the chair to the right, the ghost of a woman will come out, sit down, and pull the curtain closed—watch out! She's about to impale you with several rusty blades and spikes for sitting in the priest's chair!

7 ► Name Codes

If you enter certain special names before starting a new game, you can trigger several secret tricks. However, to get any of these codes to work, you must have a memory card inserted with a save of a completed game.

If you enter the name **RICHTER**, you'll get to play through the entire game as Richter Belmont. If you put in **AKEMOR**, you'll start the game with special armor. Finally, **X-XIN-Q** will give you a Luck attribute of 99, which is a great help in finding rare items.



Enter these codes at the "Name Entry" screen.

8 ► Making Money Fast

There's a spot in the second castle where you can get a \$2,000 money bag! And if you run off and on the screen, it will keep reappearing, letting you stock up on cash. It's hidden in a long, rectangle-shaped room near the upper-right corner of the map. The room is filled with the orange "fishmen" guys who keep up and attack with their longpoles. The fastest way to collect the cash is to transform into the phoenix, so you can run on and off the screen much faster with his dash.



Now you can save up for the Duplucator!

9 ► Gaining Experience Fast

After you've bought the Duplucator, equip it with a throwing weapon (like the Buffalo Staff) and go to the second castle. There are enemies called Guardians in the rooms to the left and right of the Clock Room. They're worth a ton of experience! Simply enter the room, crouch down in the entrance, and rapidly throw staffs at the Guardians. You can keep running in and out of the room to make him continually reappear, killing him over and over. You'll go up several levels in minutes!



Just score enough money for the Duplucator, then go build up your levels.

10 ► Getting a Complete Game

It's not known exactly how high you can get your percentage to go, but at press time, we believe the maximum to be at 200-10%. We'll print more on that later as we can either confirm or deny this.

You can check your percentage at the load game screen. Simply highlight your saved game icon to display your percentage. To raise your percentage, you must explore every corner of the map and uncover all the rooms in both castles. Finding all of the enemies, relics, and other special items will raise it, as well.



using familiars

When you find a familiar's Card, that familiar becomes available to you. Each one has different abilities, but mostly they just follow you around and help you take out the bad guys. They gain experience just like you do, by killing enemies. As they go up in levels, they grow stronger and get new clothes. Here's a breakdown of each familiar.



Bat Familiar

As the Bat familiar gains experience, night attacks with a special attack that causes the enemy to bat form. The second bat gets you a bonus 50. Reaching level 99, the number of bats reaches four.



Faerie & Pixie Familiars

These familiars don't do much until they approach level 80, when they learn a cast spells like Defend from Ice.



Sword Familiar

At level 50, the Sword familiar gets a special attack, and it causes an enemy sword to be a selectable weapon. The closer you get to level 99, the more of a powerful attack with the sword becomes.



Ghost Familiar

Around level 80, the Ghost starts to drain hit points from enemies and transfer them to you. As he gets stronger, the Ghost will take more and more HP.



Demon & Nosedevil Familiars

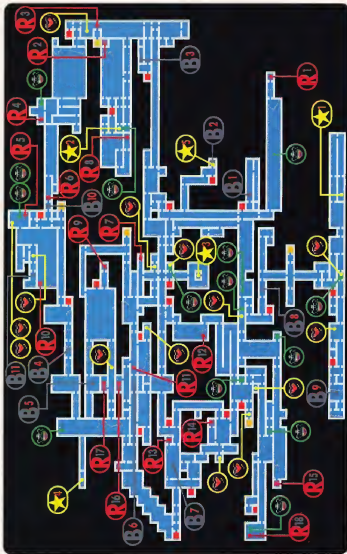
By level 80, these guys learn ice, lightning, and fire attacks and become more powerful. They can also use a special attack that causes an enemy to be a selectable weapon.

shield rod spells

Equip the Shield Rod and the appropriate shield, then press **□** and **△** simultaneously to activate a number of different spells. Here's a list of what each shield does:

- Shaman Shield: Intelligence up
- Leather Shield: Defense up
- Knight Shield: Defense up
- Alucard Shield: ???
- Harlequin Shield: Protection from fire
- Goddess Shield: Protection from dark
- Alucard Shield: ???
- Iron Shield: Giant sword attack
- Medusa Shield: Laser attack
- Asurkard Shield: Summon Axe Lord
- Skull Shield: Giant laser attack
- Rino Shield: Flame attack
- Dark Shield: Master attack





castle map 1

bosses

- B1 Scylla
- B2 Subotus
- B3 Doppelganger 10
- B4 Hippogriff
- B5 Orox
- B6 Minotaur & Werewolf
- B7 Scare & Gelbon
- B8 Cerberus
- B9 Garibolton
- B10 Narsurgen
- B11 Peter Belmont

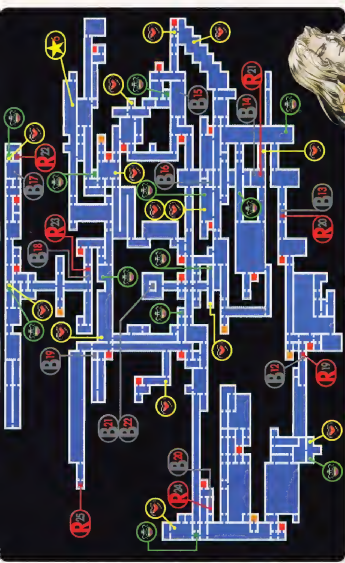
relics

- R1 Holy Symbol
- R2 Peltre Scroll
- R3 Soul of Wolf
- R4 Pile of Bat
- R5 Giant Card
- R6 Leap Stone
- R7 Glazy Boots
- R8 Soul of Bat
- R9 Sword Card
- R10 Power of Mist
- R11 Form of Mist

special

- *1 Spell Breaker Armor
- *2 Master Librarian (Shop)
- *3 Holy Glasses
- *4 Silver Ring
- *5 Gold Ring

- R12 Spirit Orb
- R13 Bat Card
- R14 Wolf 3
- R15 Merman Statue
- R16 Demon 2 Card
- R17 Fairy 2 Card
- R18 Wolf 2 Card



special

¥632,000 Money Bag

relics

- B19 Ring of Vlad
- B20 Heart of Vlad
- B21 Rib of Vlad
- B22 Mask 3
- B23 Eye of Vlad
- B24 Tooth of Vlad
- B25 Bat 4

bosses

- B12 Dracwing Bat
- B13 Mephisto
- B14 Alucard II
- B15 Baronial
- B16 Travers, Grant & Sypha
- B17 Gallioth
- B18 Death
- B19 Dracodragon 40
- B20 The Creature
- B21 Swift
- B22 Dracula

castle map 2



complete items list

F or a price list of the items that the Merchant carries, please refer to the PSM Costume/Tip Card elsewhere in this issue! Also, keep in mind that item descriptions listed below are written exactly like they appear in the game—some of them are helpful, and others are kind of lame.

WEAPONS

ITEM	DESCRIPTION
Aucard Sword	Mother's family heirloom
Aucard Sword	Resembles family sword
Bastelane	Power increases with game play
Bastard	Basic short sword
Bastard Sword	Hand-and-a-half sword



Bekatoia	Plain, easy-to-use war sword
Blue Knuckles	Knuckles for uppercut (use)
Broadsword	Simple military's sword
Chakram	Six steel throwing ring
Claymore	Scotch 2-handed sword
Combat Knife	Flat combat dagger
Crosssagrim	Countless blades dice enemy
Cutliss	Sword of the English navy
Damascus Sword	Fine sword, honed to razor-edge
Eisack	German thrust sword (2-handed)
Falchion	Norman-curved sword
Firesword	Fine sword of Oberon
Fist of Tullius	Blessed by Tullius the Valir
Flameberge	Flame-edged sword (2-handed)
Gadus	Sword of ancient Rome
Glaumdring	Sword forged by elves
Grim	The sword named Grim
Great Sword	Great sword of Aubec (2-handed)
Gurthang	Gets stronger when bloodied
Harper	Harper
Heaven Sword	Enchanted floating sword
Holbein Dagger	Swift upper diagonal attack

Holy Rod	Animat rod
Holy Sword	Cross hit-slitron vs. undead
Hunter Sword	Ivory-handled hunting sword
Icebrand	Ice sword of Mim
Iron Fist	Owned by karate master
Jewel Knuckles	Jewel-keen broad knuckles
Jewel Knuckles	Transforms enemies into jewels
Katana	Unsigned katana (2-handed)
Knuckle Crusher	Iron-studded brass knuckles
Maidling Sword	Spirit sword, improves DEF
Mace	Iron cudgel
Minotaur	Powerful sword of flame
Minotaur	Legendary masamune katana (2-handed)
Moon Rod	Rod with lunar markings
Mormegil	Black sword/strong vs. holy
Mormegil	spiral iron club
Mormegil	Feeds upon enemies' souls
Murmur	Bloodthirsty sword (2-handed)
Namkura	Poorly made sword (2-handed)
Nunchaku	Stakes enemy twice
Obsidian Sword	2-handed Obsidian sword
Orcrist	Sword forged by elves
Oxalune Katana	Oxalune-made katana (2-handed)
Rapier	Long-bladed thrusting sword
Red Rust	Rusty red sword (curved)
Runesword	Flying rune-inscribed sword
Sabre	Light cavalry sword
Scimitar	Single-edged curved sword
Shield Rod	Extra effective with shield
Short Sword	Common short sword
Shovel	Abyssinian curved sword
Star Flail	Flail with spiked balls
Stone Sword	May petrify enemies
Sword Familiar	Serbian sword familiar
Sword of Hedor	House of Hedor heirloom
Takemitsu	2-handed sword
Telvar	Curved Indian sword
Terminus Est	Poisoned executioner's sword
Thunderbrand	Lightning sword of Indra
Tyrling	Cursed clerk sword
Vocal Blade	Shouts clearly through enemies
Worn Bane	Effective against werewolves
Yotsune	Yotsune-made katana (2-handed)
Zwei Handel	German 2-handed sword

ONE-USE WEAPONS

ITEM	DESCRIPTION
Bat Pentagram	Damages all enemies
Boomerang	Anti-aerial weapon
Buffalo Star	Razor-sharp master star
Bwaka Knife	Bwaka throwing knife
Cross Shuriken	Powerful throwing stars
Dynamite	Powerful! Be careful!
Fine Boomerang	Flaming boomerang
Flame Star	Flaming throwing star
Hammer	Unpetrify

Iron Ball	Pose lord's iron ball
Javelin	Throwing spear
Karma Coin	Coin with two effects
Magic Missile	Shoots a magic arrow
Monster Val 1	Summons merman ally
Monster Val 2	Summons bat ally
Monster Val 3	Summons skeleton ally
Neutron Bomb	Damages all enemies
Pentagram	Damages all enemies
Power of Fire	Damages all enemies
Shuriken	Japanese throwing stars
TNT	Creates pillar of flame

ONE-USE ITEMS

ITEM	DESCRIPTION
Antivenin	Cures poisoning
Apple	Chubby delicious apple
Attack Potion	Temporarily raises ATT
Banana	Best when nearly rotten
Barley Tea	Cool barley tea
Cheese	Delicious cheese
Dim Sum Set	Three dim sum dishes
Elixer	Restores all HP
Frankfurter	Local favorite
Grapes	Juicy seedless grapes
Grape Juice	Cooked with coconut milk
Green Tea	Japanese green tea
Ham and Eggs	Increases cholesterol
Hammer	Unpetrify
Heart Refresh	Restores 500 hearts
High Potion	Restores about half hp



Ice Cream	Slayer ice cream
Library Card	Enchanted library card
Luck Drug	Temporarily raises LCK
Lunch A	Lunch set A
Manna Pharm	Restores all MP
Miso Ticket	Mystery food ticket
Miso Soup	Japanese miso soup
Morning Set	Eggs, toast, and coffee
Natsu	Smelly fermented soybean
Peanuts	Honey-roasted peanuts
Pizza	New York style
Pork Bun	Chinese pork bun
Pot Roast	Castlevania pot roast
Potion	Restores some HP
Ramen	Chinese ramen noodles
Red Bean Bun	Chinese red bean bun
Resist Dark	Resistance to darkness
Resist Fire	Brief resistance to fire
Resist Holy	Resistance to holy
Resist Ice	Brief resistance to ice
Resist Stone	Resistance to stone
Resist Thunder	Resistance to lightning
Shield Potion	Temporarily raises DEF
Shirushi	Japanese mushroom
Shorizake	Strawberry shorizake
Sirloin	Sirloin steak
Smart Drug	Temporarily raises INT
Strawberry	Ripe red strawberry
Strength Drug	Temporarily raises STR
Sushi	Toro eba temago
Tart	Strawberry tart
Toadstool	Poisonous mushroom
Turkey	Roast turkey
Uncurse	Removes curse
Unholy Drug	Resurrection drug

SHIELD

ITEM	DESCRIPTION
Alucard Shield	Strong vs. all attacks
Alucard Shield	Resembles family shield
Alucard Shield	Favorite shield of axe lords
Dark Shield	Unholy dark shield
Fire Shield	Shield with fire properties
Goddess Shield	Engraved with goddess image
Herald Shield	Shield with heart crest
Iron Shield	Hard iron shield
Knight Shield	Armored knight's shield
Leather Shield	Leather shield (low DEF)
Medusa Shield	Gorgon-headed shield
Shaman Shield	Shield used in magic ritual
Skill Shield	Shield with knight's crest

HEAD

ITEM	DESCRIPTION
Bathroom Mask	Mask used at a toilet
Bandanna	Protects sensitive head parts
Cat-Eye Casket	Big HP restore by cat damage
Casket	Casket
Dragon Helm	Frightens enemy, lowers DEF
Felt Hat	Felt hat
Goggles	Comfortable eye protection
Gold Casket	Restores HP by holy damage
Holy Glasses	Sees beyond magical curses
Leather Hat	Tanned leather hat
Ruby Casket	Restores HP by fire damage
Silver Crown	Increases intelligence
Steel Helm	Standard adventurer's helm
Stone Mask	Ancient ceremonial stone mask
Sunglasses	Cool-looking sunglasses
Topaz Casket	Restores HP by poison damage
Velvet Hat	Velvet hat



CLOAK

ITEM	DESCRIPTION
Blood Cloak	Converts damage to hearts
Cloth Cape	Well made but shabby-looking
Crystal Cloak	Enchanted semi-invisible cape
Evil Cloak	Perfect for forest camouflage
Joseph's Cloak	Select color system menu
Reverse Cloak	Dark-colored reversible cape
Royal Cloak	Gorgeous blue cape
Twilight Cloak	Black cape for vampires



BODY

ITEM	DESCRIPTION
Alucard Mail	Resists fire, lightning, ice
Alucard Mail	Resists fire, lightning, ice?
Axe Lord Armor	Wearer becomes an axe knight
Bronze Cuirass	Bronze cuirass
Brilliant Mail	Increases subweapon strength
Cloth Tunic	Simple cloth tunic
Dark Armor	Impenetrable to evil attacks
Diamond Plate	Diamond breastplate
Fire Mail	Strong vs. fire-based attacks
Fury Plate	DEF goes up when damage taken
God's Garb	Strongest of all armor
Gold Plate	Gold breastplate
Healing Mail	Restores HP while walking
Hide Cuirass	Tanned leather cuirass
Holy Mail	Strong vs. holy attacks
Ice Mail	Strong vs. ice-based attacks
Iron Cuirass	Iron cuirass
Lightning Mail	Strong vs. lightning attacks
Mirror Cuirass	Polished to resist stoning
Magic Mail	Increases magic attack power
Platinum Mail	Platinum breastplate
Silver Plate	Silver breastplate
Spice Breaker	Spice-breaking armor
Steel Cuirass	Steel cuirass
Walk Armor	DEF increases with map coverage

OTHER

ITEM	DESCRIPTION
Arch of Life	Improves heal item power
Aquamarine	Fairly valuable ring (you can sell)
Bloodstone	Improves blood-healing ability
Covenant Stone	Gemstone buckle STR + 15
Diamond	Highly valuable ring (you can sell)
Duplicator	Duplicates items (use)
Garnet	Valuable ring (you can sell)
Gauntlet	ATT + 5
Gold Ring	Inscription "wear Cloak"
Heart Brooch	Reduces heart consumption
King's Stone	Gemstone buckle STR + 10
Lapis Lazuli	Jewel that brings luck
Medal	DEF + 1, ATT + 1
Moonstone	Improves status after sunset
Mystic Pendant	Increases MP restoration rate
Neigilum	Quarven necklace DEF + 15
Needle of J	DEF + 5
Opal	Valuable ring (you can sell)
Ring Of Arcana	Increases rare item appearance
Ring Of Ares	Centers strength of 24 men
Ring Of Fearor	Increases overall strength
Ring Of Pales	Ring with holy powers
Ring Of Valor	Golden ring to rule over all
Secret Boots	Discreetly increases height
Silver Ring	Inscription "in tower"
Staircase	Strengthens power of cross
Sunstone	Improves status after sunrise
Talisman	May absorb damage taken
Turquoise	Fairly valuable ring (you can sell)
Zircon	Sparkling ring (you can sell)



The...
inc...
Club...
League...
by...

[illegible]



I

**F HEAVEN IS ANYTHING LIKE
WRIGLEY FIELD ON A SATURDAY AFTERNOON.
THEN DEATH WOULDN'T BE SUCH A BAD THING.**



**MLB
98**

**PROPERTY OF PLAYSTATION
ATHLETIC DEPT.**

final fantasy VII

psm strategy guide [discs 2 & 3]

SPOILER ALERT!

This guide contains a complete walkthrough of discs two and three of *Final Fantasy VII* and should only be used when necessary.



So you made it through the first disc of the hottest title released this century and you're back for more? Well, we don't blame you. After knocking out disc one, it was straight into discs two and three for more incredible fantasy action. And you can be sure they don't disappoint—we're lucky we even finished in time to print anything at all! Once again, we pored over every detail in the game to bring you the most complete strategy guide possible. Read on, play on, and enjoy!

Now that you've reached the end of Shell Wage, it is now time to your quest, and disc two. As you leave the shell house, go left and you will see Sephiroth walking up to the North. Follow him up along the windy trail. You will come to an area with a sooty shell. Go behind it to get to a treasure chest, then climb up the shell staircase. Walk down the outer edge of the shell and into the nearby cave opening. Approach the second crack in the

well and climb up it. You will have a choice of which direction you want to go; the correct order of choices is left, up, down, right, down, up, right, left, up. Make your way to the ladder and climb down it. Pick up the purple orb, head back up, and then go right to the next cave opening. Go through it and get the treasure chest, then head for the light. You'll emerge outside on the top part of the glacier region. Follow the snow-covered path up to the northwest, en route of the continent until you see the Chocobo tracks. You can catch a Chocobo here if you want; otherwise, go right to the Glacier Village.

Glacier Village and Some Snowboarding

The first thing you should do is talk to the man at the far end of the village. As usual, some Shinra goons will show up. The female leader will attempt to hit you, but



A Glacial cave is up in FF10's snowboarding sequence. Try to gather all the balloons, but don't hit the snowmen.

you can easily dodge the blow by tapping left or right on the directional pad. If you do get hit, you'll simply wake up in a nearby house. Either way, go into the house located to the immediate east of you.

Talk to the boy (at the back of the house) and he will offer to give you his snowboard. Exit the house, then go to the next house on the right. You'll notice some items in this room to the west. Don't forget to take the map from the wall, as well. Talk with the various characters, then head to the inn located to the west. You can rest here if you need to. An item is also up on the second floor by the window. Get it and proceed to the house on the left side of town. (This is the house where you wake up if you get hit by the Shinra woman.) Go downstairs and get the item by the window. While it is not necessary, you can activate the equipment located upstairs if you do; you'll see a flashback sequence.

That's basically it for this village. If you need to purchase supplies, go to the house located at the southwest corner. When you are done, proceed to the west. A snowboarder arcade sequence kicks in here. You can take four possible routes during the sequence, but they all eventually lead to the same place.



A Once two opens with your party at the Shell Village, you'll need to follow Sephiroth to find your way out.

Snowy Wilderness

As the sequence ends, you will find your party in the middle of a snowy landscape. The map you have will be very helpful here, you can look at it by hitting the square button [□]. Your main objective is to make it to the red check mark, but feel free to explore the various areas on your way there. If you keep heading left from where you are, you will eventually come across a crashed plane, and then a cave with an item in it. Go up and then to the right. Keep heading right until you come to an area with a huge crater in it. From there, go south and then east until you see the long tree. Head south, and then west, until you see the lake. You'll find an item here. Head to the northwest corner, and jump onto the floating ice blocks. You will need to jump from block to block, but certain ones will sink when you are next to them. Make your way to the cave, get the item, and then leave. If you head up to the mountain pass area located to the east, you can find a blue orb. It is hard to see, however. Look carefully in the snow between the mountain pass and the lake; it will be about halfway up the screen when the path repeats. After you get it, go to the lake. Touch the hot water on the left bank, then head back to the southeast mountain cave. Talk to the man, and he will then challenge you to a fight. If you beat him, you will receive a summoning orb.

Note: During your journey through the snow-filled areas, you will eventually collapse due to the cold. You'll wake up in a house. Go upstairs and talk to the old man; he will explain how to keep your temperature stable. After saving your game, head back outside to meet the rest of your party. If you have already seen everything, then you can head north into the mountain region.

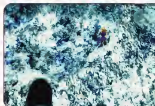
Beating the Cold and the Mountain

As you climb the mountain, you will notice a gauge on the bottom right of the screen. This is your body temperature. It will slowly go down due to the cold, but you can keep it up by tapping hitting the square button [□]. The highest the gauge will go is 38. If you let it fall to below 27, you will find yourself back at the old man's house—and you will have to start all over again. Remember, you can only increase your body temperature when

standing on the various flagged platforms. You can't do it while climbing.

Make your way up to the cave and enter it. Proceed underneath the two arches, go up the stairs, and continue west. As you climb up the stairs, you will notice a path that is blocked by a group of crystals. Get the treasure chest, then go through the nearby door. Head northwest and follow the path as it winds around the cave. Use the rock to smash the crystals that were earlier blocking your way. Backtrack your way to that path and follow it as it leads you back outside. You will have to deal with the temperature like you did earlier. Climb up the mountain until you are given a choice. Choose to continue climbing up. When you're presented with another choice, go right. Make sure your body temperature is at a safe number, then continue climbing up. You will have to choose to go left or right. Go left, as the right path leads to a dead end. Continue climbing up until you reach the second cave opening.

Go to the save point located to the north and save your game. You will notice that there are several empty holes in the room, and that you can't get to one of the treasure chests. Get the treasure chest at the northeast corner, then head through the nearby door. Follow the curving path around the mountain, and enter the area with the icicles. You will have to fight the icicles to knock them into the room below. They will fill up those empty holes you saw earlier. This enables you to get the last treasure chest and also to enter the next save point. Do so and get the treasure chest, then follow the curving trail around the mountain. You will wind up in the ice room again, but you will be on a different path. Continue on to the outside. You will have to deal with the body temperature thing once again. Build it up to at least 38 degrees, then start climbing up. When given a choice, head right and continue climbing until you are given another choice. Choose to climb up, and head for the next cave opening.



A Climbing snow-covered mountains can be dangerous—be sure you maintain a high body temperature.

Before you save your game here, go over the glowing pool and examine it. It will restore all of your party's HPs and MPs. Then go ahead and save your game. Arm your party well, as you will soon be facing a miniboss. Head right and you will notice a mysterious character. Unfortunately, before you can talk with him, you will be attacked by the miniboss. It has two heads, which are vulnerable to certain types of attacks. Use spells and other magical attacks against the right head, against the left head, use normal weapon attacks.



wind and land it on the ground again.

Reenter the town and talk with everyone outside. If you need any orbs, weapons, or items, purchase them from the various stores. Head up the stairs and cross the wooden bridge. Talk to the old man and walk slowly to his left. You will hear a noise. Examine the area and you will find an orb. You can enter the house and talk with the people, if you want. Go back to the ground. If you need to rest, you can spend a night in the hospital (just talk with the nurse). Nearby the hospital is a house with an item. After you are done, climb aboard the airship and get ready to head back to the town of North Correl.

Catching the Train

Fly to the eastern part of the main southern continent, the one with the Gold Sealer and Costa del Sol on it. Remember that cave to the south-

west of Costa del Sol? Park the Highwind near it and make your way to the deserted Mekoro furnace you saw earlier in the game. Two Shinra guards are now outside the main door. As you enter, they will try to attack you. As soon as you defeat them, a train will leave from the furnace and head towards North Correl. Your mission, should you choose to accept it, is to stop the train before it gets to the town. Your party will automatically get on another train and start the chase, but you will have to supply the energy. Cid will take over the controls, and you will have to make him pull the levers that make the train go. A ten-minute counter will start counting down, so you will have to do the next couple of things as fast as you can. Press up on the directional pad (↑), then press the triangle button (△). Continue this in a smooth but rapid rhythm. The triangle causes Cid to pull the right lever, up causes him to pull the left lever.

As soon as the two trains are close together, Cid will jump over to the Shinra train and try to take it over. You will need about four to five minutes to beat all the opponents on the train, so be sure you get there when enough time. Each separate train car contains an enemy you will have to defeat. Be careful of what spells you use, though. A summoning spell can easily take off a good 30 seconds, and you need all the time you can spare. Make your way to the front of the train and beat the last two remaining guards. You will now have to slow down the train. Pressing up on the D-pad along with the triangle button (↑ + △) slows it down, and



pressing the down and X buttons together (↓ + X) speeds it up.

To save some time, the correct order of commands is ↑ + △, ↓ + △, ↓ + △. Don't worry if the train looks like it is going too fast; it will slow down before it hits the town.

Saving North Correl

If you don't make the train stop in time, it will crash into the town and destroy the camp. It may be impossible to finish the game if the town is destroyed, because you won't get the necessary items to continue. If you do manage to stop the train, you will get these items from the townspeople. You will also get an orb from the little boy. Be sure to go up the wooden ladder to the metal house, the one to the left of the hotel. Talk with the girl wearing the hat, and she will give you an item. That is pretty much it for this town—I'm certain that the citizens are happy you have saved them. Now it is time to continue back to the east.

Return to the Eagle Mountain (Minigame)

Remember the tall bird statue on the first continent? The Pook Town is located there. Well, head back there and climb up the various ropes to the man on the top floor. He will be standing on a crane, looking out the window. Talk with him, and choose the option to play the game. While you could have done this earlier, it is now mandatory. You must defeat the computer to continue with this game.



Yuffie looks down upon the beauty of Ural, her hometown. She will visit it often as a member of Cloud's party.

The events that occur in this town are purely optional, and they will only happen if Yuffie becomes a member of your party. See the September issue of PSM for details on how to recruit her.

Now that you have the Highwind airship, you will be able to go pretty much anywhere on the world map. You still won't be able to enter a few places, but they are not important right now. Head back to Yuffie's hometown, Ural, and proceed to the tall tower in the background. If

return to urai: yuffie's hometown

you follow the left-most path, you will eventually come to it. You could have done this whole thing earlier, but Yuffie has a much better chance of surviving now that she is more experienced. Talk to the old man on the bottom floor. He will ask if Yuffie wants to take on the challenge of the tower. If you continue on, you will face five different opponents of varying strength. Here is the breakdown of each of the opponent's HPs:

- Room 1... 3,500 HPs
- Room 2... 4,000 HPs
- Room 3... 5,000 HPs
- Room 4... 7,000 HPs
- Room 5... 10,000 HPs

After each opponent is defeated, climb up the stairs to the next level and speak with the character that is waiting for you. Be sure to heal Yuffie after each battle. The game will not end if she dies, but you will have to restore her life to continue on this part of the game. After the fifth opponent is defeated, Yuffie will be given a red summoning orb. That is pretty much it for this town, so purchase any necessary equipment and then head back to the plane. You will return here later in the game for another optional event.



This is another one of those little extras that help make FFM more than just a simple RPG. During the first day, this minigame was merely an optional event. Now, however, it must be completed if you hope to continue on to disc three. Much like *Command & Conquer*, the game has a mix of strategy and action elements. The main goal is to protect your home base (the wooden shack) and destroy all of your opponent's men.

When you first start the game, the battlefield will be devoid of any men or equipment. The first thing you will have to do is place your army in ideal positions. You will notice a red border line; you can only place troops on your side of the border. You'll see three main paths that need to be defended. Here is a breakdown of the various troops and equipment you can use to protect them:

NAME	COST	HP	ATTACK	RANGE
Carpenter (Pick)	400	100	18	1-5
Catapult (Flame)	600	120	25	1-6
Fighter	400	200	30	1
Attacker	430	180	25	1
Defender	440	220	35	1
Snooter	520	180	20	1-3
Reveler	450	160	10	1
Walker	400	190	15	1
Rock Dropper (1)	480	100	20	1-4
Rock Dropper (3)	1000	150	30	1-5

If you have a lot of money, then this game shouldn't be much of a problem. Just be sure to keep your base guarded at all times, and keep your troops moving forward. Keep fighting and eventually the enemy leader will show up. Once you beat him, you win the game.

After you defeat the game, the door to the outside will unlock. Go through it and you will find a red orb. Come back inside and take the ladder downstairs. Talk with the man who is sleeping at the wooden table to get an item. If you need any more items, go up the ladder to the night and shop around. Just remember to rest and save your game before you leave.

Cloud Is Back

It is now time to return to the town where Cloud is convalescing. Board the Highwind and fly it back to the town on the southeast continent. Head to the hospital and talk with Tifa. Eventually, the screen will shake—if you head outside, you will find out why. A huge dragon is attacking the town, and it will attack you as soon as you come outside. It is pretty powerful, so use as many of your summoning spells as you can. Keep a careful watch on your health, and replenish any characters that have less than 1500 HPs. If you continually bombard the dragon with spells and limit breaks, you should have no problem defeating him. He won't actually die; instead, he will fly away when his HPs drop to a certain level. Don't enjoy your victory too much, as you now must get out of the town before it is destroyed. Fortunately, this is taken care of for you.

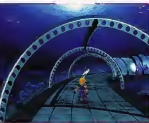


▲ The Highwind allows you to travel to areas that were previously not available to you.

An FMV sequence showing Tifa and Cloud will start, which segues into the next scene. Talk with all three Clouds, then talk with the northern Cloud again. You will appear in a town that you've seen in a previous Cloud flashback. Talk with Cloud as soon as he appears in the shadows. Continue talking with him, and Sephiroth will eventually appear. Watch the various scenes that occur. As soon as you return to the area with three Clouds, talk with the one on the left. After that sequence has finished, talk with the final Cloud on the right side of the screen. Then talk with the "young" Cloud, who is standing by the window. Remember this house? Some more strange things will occur. Talk with the black Cloud, and then watch the jarring of the black Cloud with the real Cloud. Follow the real Cloud up to the top part of the screen, and continue on into the town. This is the same town where Cloud had his flashbacks, way back in the first disc. Cloud will appear, but this time he is wearing his old Shinra soldier uniform. Some more flashbacks will occur, and you will learn a lot more about the relationship between Sephiroth and Cloud. Keep talking to Cloud and you will eventually return to reality.

Welcome to the Highwind, Cloud. The rest of the party will be here to welcome him back. Talk with the man at the front of the operations room, and decide who will be in your party. Don't forget to save your game. Proceed back to the cockpit, and talk to everyone. Take control of the Highwind by taking to the pilot, then go back to the town on the southeast continent. From the sky, it now only looks like an empty coast. Enter the town and purchase any items that you may need from the poor, homeless townspeople.

▼ Now this is what we call an impressive apartment! Everything's better under the sea.



Optional Town Event

Check your item inventory to see if you have the Mimeto farm. If you don't, then you should fly back to the Chocobo farm to get it. (Just purchase it from the boy in the barn.) It should only cost 1500 gil. When you have the food, climb up the left cliff in North Conal and walk up to the white Cactoco. Examine it and you will be given the option to feed it the Mimeto. After feeding it, you will have a few more options. Choose to pet its ears. When you do that, you will receive a bonus green orb. That is it for the town. Get back on your airship and proceed to the Cannon Town on the main southern continent.

Return to the Cannon Town

Walk to the back of the town and talk to the guard near the huge elevator. He will let you ride it up to the main level for a whopping 10 gil. As soon as you get off the elevator, take a left and head through the nearest door. There is a save point here if you need it. Walk up the street to the underpass, and take the first left you see. There will be a group of soldiers here releasing. They will eventually stop and head to the end of the corridor. Go to the door at the bottom left of the screen (the "T" door). It will lead to another elevator, where you will have to fight a couple of guards. Get off the elevator and follow the hallways until you reach the save point. Save your game, then ride another huge elevator to the ground floor.

Now head north to the underwater pathway. Stay awhile and enjoy the fish, then continue on to the next building. Enter the building and activate the pink control panel. The door will close, water will be pumped out through the various tubes, then the door will open. Exit the room and you will find yourself in a new location, a submarine docking area. Continue moving along the walkway and enter the next room. There is another save point here if you need it. The next room contains a couple of guards who you will need to fight. Defeat them, then proceed to the next area and fight the last couple of guards. You will then come across another metal walkway. Watch the orb being loaded onto the sub, then walk over to the Shinra guy. He will send a mechanical miniboss to fight you. It is pretty tough, so be sure you've got a lot of health. It doesn't attack much, but when it does, it can take off a couple thousand HPs. Try to destroy its arms first, as they can trap your party's members. Attacking with numerous summoning spells will ensure a certain victory.

After you defeat the miniboss, go left and get the treasure chest. Notice the guards in the background? Proceed to that submarine and fight them, just be sure to get the two treasure chests there. First, Cloud will enter the submarine automatically. Save your game and enter the bridge. You will have the option of letting the guards live or

the world of final fantasy viii



A You can visit lots of new places on the second and third discs. Use this map to make sure you don't get lost.

dio—it's your call. Get in the pilot's seat and get ready for an arcade sequence. The object is simply to destroy the red submarine within the allotted ten-minute time limit. Here is a breakdown of the submarine's controls:

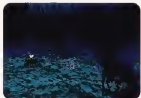
D-pad—left (◀), right (▶), ascend (▲), descend (▼)
 Triangle (△)—moves submarine forwards
 X (X)—moves submarine backwards
 Square (□)—launches torpedoes
 R1 or R2—switches camera views

The Submarine Adventure

During this hour for the Red submarine, you will encounter another submarine that will try to shoot you down. If you avoid the torpedoes at all costs, you should be fine. After taking down the red sub, you'll find out that the last big Materia is being shipped to Rocket Town for an obvious purpose: Time for our heroes to intercept. But first, make sure you get the third big Materia from the defeated red sub. Also, search the ocean for a not-so-secret key to the Ancients. You'll need this key for later, so hold on to it. (Hint: It is hidden in a narrow cavern near the middle continent.)

Now, have your party board the other sunken air carrier on the ocean floor. Lots of cool items are aboard the

ship, but some tough monsters, as well. We suggest you run. You'll also run into Rude and Reno in the center. They're not too tough. Once you've pilaged the plane, head for Utsa. You may encounter or see one of the Weapon monsters looting around the ocean floor. This creature is a new addition to the game (meaning it



Use the submarine to explore the ocean's depths. If you are not careful, you will encounter one of the new monsters added to the U.S. version of FFXIII.

wasn't in the original Japanese version of FFXIII. Do not—and we repeat—do not engage this creature! It

will toast your party within seconds! You'll want to build up your stats a bit more before tackling this monster.

Back to Utsa

Pilot the sub back to the cannon town and board your airship. Head back to Utsa, Yuffie's hometown on the eastern continent. Remember the mountains with the statues carved in them? Go up the mountain and head into the cave. If you walk up to the flames, you will now be able to extinguish them. Get the treasure chest and Blue orb that are now revealed. Now it's time for another visit to Rocket Town.

The Rocket Town

As your party arrives at Rocket Town, it will immediately want to head towards the rocket, where a battle against Rude and some Shinra guards will ensue. After defeating them, head towards the rocket's command center. The Shinra are planning to bombard the Meteor with the Materia-encased rocket in an attempt to destroy it. To remove the Materia from the rocket, you must enter a passcode correctly. Here's the code: 0, 0, X, X. After doing this, head towards the airship and Cosmo Canyon for a chat with Bugenhagen.



Cosmo Canyon

After arriving at Cosmo Canyon, Bugenhagen will tell you that you must go back to the Shell Village (the burial ground of the Ancients), and that he will be accompanying you for this particular journey. Before leaving, you will be given a choice of what to do with your four big pieces of Materia. Possessing or having mastered certain types of Materia will play a role here. If you don't have all the listed requirements needed for a certain Materia, you can always come back later and pick them up when you are ready. Here's the table of outcomes:

Materia Color	Produces	Requirements
Blue	Behemoth Elixir	Must have Bahamut, Meteor, and Neo Bahamut Materia
Yellow	Master Command	Must have all 13 command Materia at Master level
Red	Master Summoning	Must have all 15 summoning Materia at Master level
Green	Master Magic	Must have all 21 magic Materia at Master level

Burial of the Ancients

Upon arriving at the Shell Village, head towards the left cavern. A sequence with Bugenhagen will take place, this is where the key you found on the ocean floor plays its role. All is finally explained.

After this sequence, leave the grounds and head towards Midgar. To everyone's surprise, another weapon has risen from the ocean floor and is on an intercept course with Midgar! Continue towards Midgar, and amid the airship near the beaches. As soon as the

weapon reaches shore, move your party in and prepare for a short but furious battle. After your fight, a battle between Midgar and the weapon will ensue. When the battle is over, the crater up north will have sustained damage to its shielding. Go there and a brief sequence will occur. Now head back into the structure of Midgar and finish the twisted Hops once and for all.

Battle At Midgar

Your party will have to make its way covertly to the Sister Ray. Follow Cet Seth until you confront the Turks. Upon reaching them, you'll have the choice whether to fight them or not.

When your party finally reaches the outskirts of the gun area, a battle with Hoedegge, Scarier, and a huge mech will occur. They're not too tough, but be cautious. The Sister Ray and a battle with Hops is now all that stands in your way. Take him out. He's a tough cookie, so be prepared. Following the fight, you will learn that only seven days are left before the Meteor bombards the planet. The final battle is at hand—Sephiroth awaits.

If you haven't done the Chocobo breeding yet, now's a good time. The Knights of the Round spell is powerful, causing a minimum of 100,000 points of damage to an opponent. We suggest getting this spell before moving in on Sephiroth. And that's it for disc two!

Disc Three

Before we get started, it is important to note that you can embark on plenty of subquests that are not necessary for the final objective. For instance, three more weapons are terrorizing the world. One is underwater; another can be found airborne, and the last one is located in the desert area of the Golden Saucer. All are extremely powerful, but they can provide your party with extremely useful items and experience points.

The Promised Land....

As your party works its way down the inner caves, it will discover a host of useful items. We suggest you bring plenty of supplies, especially Ethers. As you descend closer to the core of the crater, your party will split into two groups. Make sure you search for as many items as you can. Lots of powerful Materia orbs are spread around, so search thoroughly. Sure, the monsters may be tough, but those items are well worth the search. Definitely search out the Save Point item. This item lets you plant a save point right near the "point of no return" (you'll know what we're talking about when you get there).

Once you reach the bottom, you'll face Jenova! She's not too tough. Use the Knights of the Round spell if you have it and she'll be dead in no time.

Next is Sephiroth 1.0. You'll have the option of switching between two groups of parties. If you can, stay focused on one party. Once again, use the Knights of the Round spell. Sephiroth is a beast, so now.

So, you think he's finished? He! Think again. Sephiroth 2.0 is next in line, and boy is he tough. Keep your party healthy and alive at all costs, this is the key to beating him. Good luck.

Now going—now you've beaten both versions of Sephiroth. Think it's over now? No way—one more battle between Cloud and Sephiroth awaits. If you can defeat him, victory is yours. But what will happen to the planet? Can the Meteor be stopped? Rest assured the ending will surprise you....



That's it for our massive two-part FV0 strategy guide. We hope you managed to exercise some self-control throughout, and didn't let our guide do all the work for you. No matter, really—this game rocks anyway you slice it. We're already looking forward to Final Fantasy VII....

Will we ever learn the secrets of Jenova? Perhaps FV00 will reveal more....



**SCORE \$10.00 OFF AT SEARS ON
"THE BEST FOOTBALL GAME EVER MADE"**

- ULTRA GAME PLAYERS

**NFL
GAMEDAY
98**



PLAYERS

\$10 OFF

**NFL
GAMEDAY
98**

\$10 OFF

**SEARS
FUNTRONICS**



R 5770429 1000

Good for \$10 off Sears Funtronics Dept. regular purchase price. Valid 09/09/97 - 11/01/97 only. Offer not good on layaway SALES, gift certificates or credit card payments. Not redeemable for cash. Not valid with any other coupons or offers. Limit one coupon per transaction, one per customer. Void where prohibited by law. Cash value 1/10¢. © 1997 Sears, Roebuck and Co. Sales tax is guaranteed on your money back.



Sony Computer Entertainment logo is a trademark of Sony Computer Entertainment Inc. and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Officially licensed product of the NFL, Players and NFL Properties. The NFL shield design and the National Football League, Team names, nicknames, logos and other indicia are trademarks of the league indicated. TM! © 1997 NFLP. Players Inc. logo is an official trademark of the NFL Properties Inc. Developed by Sony Interactive Studios America. © 1997 Sony Computer Entertainment America Inc.

Bushido Blade

advanced moves list



Each weapon has its own specific moves, as well as its own unique strategy. In addition, the weapons have some high-level moves that you can initiate from all stances. These moves apply to all characters.



Broadsword

重さ 4.1kg
全長 85.0cm

Upper Stance

Double crown crush △△△
Double crown crush and scoop upward △△△ X
Crown crush while retreating hold △△△
Cut off while dodging left hold △△△
Cut off while dodging right hold △△△
Leveled double attack △△△
Knee crush and chest crush X, X
Step and crown crush △△△
Step and cut off △△△
Step and knee crush △△△ X
Jump and crown crush △△△
Shirahae △△△

Middle Stance

Hipbone crush and cut off △
Whimysu △△△ X
Sweep while retreating hold △△△
Hipbone crush while dodging left hold △△△
Hipbone crush while dodging right hold △△△
Step and crown crush △△△
Step and hipbone crush △△△
Step and sweep at feet △△△ X
Springing attack △△△

Lower Stance

Medo X △
Sweep and strike and crown crush hold △△△
Sweep and strike hold △△△
Knee crush while retreating hold △△△ X
Sengugin while dodging left hold △△△
Sengugin while dodging right hold △△△
Strike down with one hand △△△
Double skull crush △△△
Jump and crown crush △△△
Spinning shin attack △△△
Hayatebachi △△△

Katana

重さ 1.5kg
全長 82.0cm

Upper Stance

Strike from top to bottom of trunk △△△
Strike diagonally and strike at head hold △△△
Fence off hold △△△
Strike from top to bottom while retreating hold △△△
Strike at trunk while dodging left hold △△△
Strike at trunk while dodging right hold △△△
Step and strike from top to bottom △△△
Spin, jump, and strike X, △
Fence off and slash diagonally hold △△△
Pierce down △△△
Supergirl slash at feet △△△ X

Middle Stance

Diagonal double attack △△△
Fence off △△△
Arm from the side while retreating hold △△△
Strike at trunk while dodging left hold △△△
Diagonal triple attack △△△ hold △△△
Strike from top to bottom at trunk △△△
Strike from top to bottom at trunk twice △△△
Strike from top to bottom at trunk twice with longer reach △△△
Strike at trunk while dodging right hold △△△
Strike from top to bottom with bag step △△△
Run and jab △△△
Fence off and slash diagonally hold △△△
Sweep and jab △△△
Sweep and strike at head △△△
Jump and strike at trunk △△△ X
Strike at head from top to bottom △△△
Sweep △△△

Lower Stance

Cross △△△ X
Strike at trunk twice △△△
Spin and strike while retreating hold △△△ X
Spin and slash while moving left hold △△△ X
Spin and slash while moving right hold △△△ X
Step and jab to the gut △△△
Hoso Sunagi △△△
Futo Sunagi △△△
Kawayumi Issen △△△

All Stances

Jyanome △△△
R1, X △△△
Kabutowari △△△
Karetotaku △△△
Jigahachi △△△

Rapier

重さ 0.9kg
全長 75.0cm

Upper Stance

Vertical attack and center jab △△△
Double center jab △△△
Face jab while retreating hold △△△
Suzumeshashi hold △△△ X
Left step and center jab hold △△△
Right step and center jab hold △△△
Step and vertical attack △△△
Step and center jab △△△
Jump and scoop upwards △△△
Lower jab and vertical attack △△△
Step and backhand blow △△△

Middle Stance

Double jab △△△ X
Triple jab △△△ X
Shiragori-nadegin hold △△△
Left step and face jab hold △△△

△△△
hold △△△
hold △△△
hold △△△
△△△ hold △△△
△△△

△△△
△△△
hold △△△
△△△
hold △△△
△△△
△△△
△△△
△△△
△△△
△△△

△△△ X
△△△
hold △△△ X
hold △△△ X
hold △△△ X
△△△
△△△
△△△
△△△

hold △△△ + R2
hold △△△ + R2 △△△
hold △△△ + R2 X △△△
△△△
hold △△△ + R2, X △△△

△△△
hold △△△
hold △△△ X
hold △△△
△△△
△△△
△△△
△△△

△△△
hold △△△
hold △△△ X
hold △△△
△△△
△△△
△△△
△△△
△△△
△△△

△△△ X
△△△ X △△△
hold △△△
hold △△△

Right step and face jab △△△
Step and face jab △△△
Step and center jab △△△
Senzu-watahi △△△ X △△△
Shuffle and face jab △△△
Tamesukae: combat jab △△△
Senzugo △△△ X △△△

Lower Stance

Shuffle and lower jab X
Kusan summator △△△
Double face jab △△△
Sunnegashi hold △△△
Sweep at feet in crouching position hold △△△ X
Left step and Makign hold △△△
Right step and Makign hold △△△
Oonitsuki △△△
Short-range face jab △△△
Jump and Musogin △△△
Sumatori △△△
Step and Makign △△△

All Stances

Hoso Jyanome △△△
Jyanome △△△

hold △△△ + R2, X
hold △△△ + R2
R1 + X △△△

Naginata

重さ 2.2kg
全長 181.0cm

Upper Stance

Strike at head twice △△△
Strike at head three times △△△
Strike at shin in crouching position hold △△△ X
Strike at head while retreating hold △△△
Strike at trunk while dodging to the left △△△
Strike at trunk while dodging to the right △△△
Step and strike at trunk △△△
Strike at trunk twice △△△
Run and swing upwards △△△
Run and strike at trunk △△△

Middle Stance

Diagonal attack and sweep at feet △△△ X
Sushoku-uchi Furui △△△
Step and sweep at feet while moving right hold △△△ X
Short jab while retreating hold △△△
Strike at trunk while dodging left hold △△△
Strike at trunk while dodging right hold △△△
Jab △△△
Shiranui △△△
Jab towards ground △△△
Jab twice hold △△△

Lower Stance

Two-way jab △△△
Three-way jab △△△ △△△ X
Step and jab at shin hold △△△ X

CODE JUNKIES

your complete monthly source for all the newest
and coolest playstation cheats

Welcome back again with this month's dose of kick-ass codes for your nagging addiction! It's been a struggle, and we've had to break a few legs, but here's yet another batch of cool codes! Plus, we found a new advanced attack for *Twisted Metal 2*—it's amazing how after being out for almost a year, this game still has hidden treasures in it! Is that deep, or what?

Battle Arena Toshinden 2 Play as the Bosses

Any game that has a little girl as the last boss must be cool. To play as any of the bosses, you will have to do some work. First, put the difficulty level on "Stress Relief" and finish the game with each character to earn their counterparts (the sub-bosses). Next, change the game difficulty to "Very Hard" and beat the game with any sub-boss. This will add Shio to the character select screen. (Keep the difficulty set at Very Hard for the rest of the process.) Beat the game with Shio, then with a sub-boss, and finally with a normal character to gain Abel. To earn Vol, beat the game with Abel, then with a sub-boss, and then with any normal character. Finally to access Neru and Kayne's little daughter, beat the game with Vol, then with a sub-boss, and then with a normal character. You must not use any continues while trying to get the four bosses.



Shio has similar names to Jill and Kayne, but has been a staple boss for the Toshinden series.

Change Text Color on the Loading Screen

Here is an extremely stupid trick for *BAT 3*. While the game is loading, you can change the color of the words "Now Loading" by pressing any button. Although it's really the epitome of worthlessness, it does make the loading time somewhat interactive—kind of like that "door close" button in elevators. They might not do much, but they still make you feel a little better when you push 'em.

Felony 11-79

The Last Three Hidden Cars

Last month, we gave you the ultimate drivers hand-book. This month, just as promised, we have the final three hidden cars for you.

GTK: On the Sea Side level, pass the radar checkpoint going at least 120 mph—55 mph over the speed limit.

GSP: On the Sea Side level, pass the radar checkpoint going at least 150 mph—85 mph over the speed limit.

The Remote Control Car: Go to the shopping center at the end of the Paris stage. Find the cash registers on the left wall and find the box containing the car. Just crash into it, and you will see an "Item Taken" message.

Buster Bros. Collection

Stage Select for Super Buster Brothers and Buster Buddies

Press START at the title screen, then select either Super Buster Bros. or Buster Buddies. Next, hit Game Start at the next title screen and choose either a one- or two-player game. Finally, highlight Tour Mode for Super Buster Bros., or Normal Game on the difficulty screen in Buster Buddies. With Tour Mode or Normal Game highlighted, press $\star$ on the D-pad and press X. In Super Buster Brothers you will be brought immediately to the Stage Select screen. In Buster Buddies, just pick a character to play as to take you to the Stage Select screen. Now highlight a stage and press X to play.



Any stage you want to play, we've got 'em all. Choose level 40, 'cuz I did ya!



Show your friends your favorite piece of fine art without playing through the game. Tipster!

Command and Conquer

Japanese Mode

Go barzai with the wacky "Japanese Mode" password. Just enter G00ZILLA into the password screen and start a new game. Most of the dialog during gameplay will now be in Japanese.

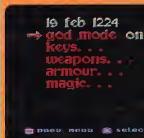


Now you can imagine that Japan has a railway.

Seven

The Elusive Cheat Menu

From this main game menu, select Options. Then select Controller. Once in the configuration menu, hold down R2 and press $\star$, $\star$, X. You will hear a sound if the code was entered correctly. Once it has been entered, return to the main menu to find a new option called "Cheats." To access Cheats, you must start a new game and hit the START button to pause. Select Cheats and you will see various options to make gameplay easier, such as "God Mode," weapons, keys, and so on. Set the cheats up to your liking, and quit the cheats menu. Unpause your game and the cheats will now be activated.



Darklight Conflict

Extra Menu

With over 50 missions in the game, you'll have to log a lot of space-fighting time before you see all of them—unless you have this supreme code. It gives you a level select as well as a cheat menu. The cheat menu has tons of invincibility and smart bombs that destroy all enemies in close proximity to your ship.

From the main menu, enter the options screen and press Δ , $\square$, $\triangle$, $\times$, $\square$, $\triangle$, $\times$, $\square$, $\triangle$, $\times$. Exit this screen, and you will see a new choice on the main menu named "Extra." Select this to access the cheats.



At long last, we found a level select for this incredibly long game. Select "Exit" on the bottom of the list to get a level screen.



Select Cheats to get this menu. "Hard as Nails" is basically invincibility, and Smart Bombs replace your normal blasters. Press 2 when you're near an enemy to take it out. More than one enemy can be destroyed at a time, even when they're behind you.

Pit Ball

View All the Final FMVs

To view all the FMVs without completing the game with each of the characters, simply highlight the FMV Test under options and press Δ , $\square$, $\triangle$. Enter the FMV Test and highlight the FMV you want to see.



Some of Pit Ball's ending screens are better than the opening FMV, which isn't really saying much about this game's camera.

Hidden Game

Every now and then, a code comes along that makes a lame game much more fun. Hidden in Pitball is a space shooter in which you fly around shooting asteroids to an ambient soundtrack for two minutes. I've actually spent more time playing this fun hidden game than the actual game. I wonder what that says about the title...

To play the hidden game, enter the FMV test where the list of endings are. On any FMV, press $\square$ + $\times$. You may have to press them a few times to get it to work. The FMV you press this on determines what kind of ship you'll be flying.



The ship designs are really cool, better than those in many other space fighter games.

First-Person View in the Hidden Game

If you select FMV Test and do not enter the FMV code you will get to a screen that says "You must complete game." While on this screen, press $\square$ + $\times$ to enter the hidden space shooter and have a first-person view of the action.



It's not as cool as using one of the slick-looking space ships, but the first person does give you a good view of what's flying at you.

Tip Lines

Need a little extra help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 800 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, we don't maintain these lines, so we aren't responsible for the information available on them.

Acclaim	(518) 758-7800
Accolade	(800) 454-HINT
Activision	(800) 680-HINT
American Technes	(408) 453-9828
ASC Games	(203) 655-0032
Asell	(800) 288-2724
Athas Software	(714) 852-2351
Bandai	(310) 928-0947
BMG	(415) 330-0800
Capcom	(800) 680-2583
Crystal Dynamics	(800) 737-4767
Data East	(800) 454-5435
Eidos	(800) 773-4367
Electronic Arts	(800) 288-4468
Fox Interactive	(310) 368-3000
GT Interactive	(818) 522-7377
Hot-B	(515) 568-9501
Interplay	(714) 553-8855
Jaleco	(847) 215-1811
KOEI	(415) 348-0500
Kokopeli	(800) 370-HINT
Konami	(800) 886-4468
Lucas Arts	(415) 507-4545
Maxis	(510) 533-5530
Microprose	(410) 771-1151
Midway/Williams	(800) 874-5082
Mindscape	(800) 737-4468
Namco	(800) 737-2282
Ocean	(408) 289-1200
Playmates	(714) 428-2112
Psychosis	(800) 976-4468
Ready Soft	(805) 475-4801
SCEA	(800) 933-7829
Sierra	(800) 370-5583
Spectrum HoloByte	(800) 695-GAME
Strategic Simulations	(408) 737-6900
Technos	(408) 453-9828
Teamo	(310) 787-2900
THQ	(800) 370-HINT
Time Warner	(408) 473-8495
Trimark	(310) 392-3243
Ubi Soft	(800) UBI-SOFT
US Gold	(800) 288-GAME
Viacom	(303) 739-4019
Vic Tokai	(800) CALL VC
Virgin	(800) 288-4744
VR Sports	(714) 955-9582

game shark codes

► You'll need a Game Shark to use these codes.

COOLBOARDERS

Snowman and Extra Boards 801e912e0017
Tiny Boarder 8018e712b0f0

DYNASTY WARRIORS

Infinite Health Player One 800e3cd000c8
Infinite Health Player Two 800e3cd000c8

OVERBLOOD

Laser Knife 800e14ec0001
Hand Gun 800e50800001
Stun Gun 800e51800001
Emergency Spray 800e53400001

RAGE RACER

Infinite Cash 8019c810dc9f
Infinite Cash 8019c812389a

RALLY RACE

Reverse Mode 801c74dc6fff

SOUL BLADE

All Weapons For Sauro 800ea340fff
..... 800ea358fff
All Weapons For Li Long 800ea340fff
..... 800ea358fff

All Weapons For Volo 800ea340fff
..... 800ea358fff

All Weapons For Rock 800ea340fff
..... 800ea358fff

All Weapons For Seigfried 800ea340fff
..... 800ea358fff

All Weapons For Mitsurugi 800ea340fff
..... 800ea358fff

All Weapons For Taki 800ea340fff
..... 800ea358fff

All Weapons For Hwang 800ea340fff
..... 800ea358fff

All Weapons For Cervantes 800ea352fff
..... 800ea358fff

TENKA

Infinite Armor 80019cd000c8
Infinite Health 80019cd000c8
Grenade 80019cd00001
Missile 80019cd00001
Infinite Missiles 80019cd00001
Infinite Missiles 80019cd00001

TEST DRIVE OFF ROAD

Stock Car 800c4b800001
Hot Rod and Monster Truck 800c4b800001
4X4 Buggy 800c4b800001
Extra Trucks 800c4b800001

THUNDER TRUCK RALLY

Infinite Armor 801d0e100000
Extra Car Crush 800c0c0c003e7
Points Player One 800c0c0c0000
Points Player Two 800c0c0c0000

TRIPLE PLAY '98

Play as EA Dream Team 80021e760100
Extra Stadiums 801c2e0c0001

TWISTED METAL 2

All Infinite Weapons Player One 801862dc000f
All Infinite Weapons Player Two 801862dc000f

WILD ARMS

Quick Level Gain Jack 80133e40fff
Quick Level Gain Rudy 80133e40fff
Quick Level Gain Cecilia 80133e74fff

XEVIOUS 3D

Infinite Lives (Xevious 3D) 8012cd500006
Weapon Power Up (X 3D) 80131e040002

Wild Arms

Get 255 of Any Item

Here's a trick for you greedy little adventurers out there. You must have five or more Heal Berries, plus any item you want to duplicate. Follow these steps:

1. Have Jack cast a Heal Berry on any member of your party.
2. Have Rudy pull up the items menu (choose the items icon). On the items list, highlight the Heal Berries and any item you would like duplicated. Switch their positions on the menu.
3. Have Rudy defend.
4. Have Cecilia defend.



Next Round:

1. Have Jack cast a Heal Berry on anyone (you'll notice the item Rudy switched disappears from the list).
2. Have Rudy pull up the items menu again, then switch the Heal Berries back to their original spot on the menu (the empty slot).
3. Have Rudy defend.
4. Have Cecilia defend.
5. Win the battle, then go to the items menu. You'll notice that the item you wanted to duplicate has reappeared in the menu and it is now 255 items strong!



Wing Commander 4

Level Select

Start your adventure from any point in the game with this code. At the Wing Commander copyright screen, press ♦ ♦ ♦ ♦, R2. You will enter a Level Select screen. Choose your level with the throttle up and down, and press X to begin.



♦ Enter the button sequence on this screen.

► You will be brought to this screen, where you use the throttle up and down to select the level.

Scene = 4

Kill Cheat

Having a little trouble vanquishing the boarder world plott? Use the kill cheat to destroy enemies with one shot. First, enter the Level Select cheat and choose a mission. Then, during a dog fight, press L1 + L2 + □ to take out the baddies with just one shot. You don't have to be accurate, so be careful not to shoot any friends!



LETTERS

Welcome to the premier forum for PlayStation fans, where we dig into today's hottest issues

PlayStation Upgrade?

Is the rumored "Type-C" going to be an add-on to the PlayStation, or a whole new system? Will it be able to play existing PlayStation games?

Nick Perry
REDM@WEBTV.COM

When will the PlayStation upgrade be released, and how much will it cost?

Sam Bergmann
bergmann@excpc.com

I just wanted to know if SCEA is ever going to make a chip that will upgrade the PlayStation. I want to see if games like *2Extreme* and *Tekken 2* would look better or go faster. Thanks

Ayub Virgnt
Allin@aol.com

► **STEVE:** Sorry guys, there is not going to be a PlayStation upgrade. There is simply no point for Sony to release any sort of add-on, considering how successful the current console is. The Type-C upgrade was basically a media-enhanced rumor that never had any real foundation in truth. As for Sony's next console system, I'm just as excited as you are about it, but we'll just have to be patient and see what happens.

Also, consider this: with games like *Metal Gear Solid* and *Resident Evil 2* coming out, the PlayStation is still showing that it has a lot of life left in it. 1998 is going to be a hot year for Sony, and it probably will be the best time to be a PlayStation owner!

I am curious if the supposed "No 2D" policy by Sony is really the case. Let's see: we've got *Odin's World*, *Castlevania*, and *Stalmonkeys*, all due by Christmas. And we can't forget about *Marvel Super Heroes* and whatever other 2D fighters Capcom cares to port over. Doesn't sound like a 2D embargo to me... What's your opinion?

Steven A. Brazel
sabrass@aol.com

► **STEVE:** Sony has claimed repeatedly that it doesn't have a "2D specific" policy, and that it isn't biased against a game just because it isn't 3D. To Sony's defense, tons of 2D games are being released for the PlayStation, and this doesn't look to change in the near future.

Unfortunately, that doesn't really answer the question of why some developers claim to have so much trouble getting certain 2D games approved by Sony, most notably the *Mega Man* titles. Sony, however, continues to deny any such bias.

The only thing we can figure is that Sony's Quality Assurance team simply doesn't think the *Mega Man* games are any good. Go figure.

This letter concerns the future of gaming. People rant and rave about Sony not

doing this game right or that game right, but let's face it—what they do wrong, they improve upon in the future, thus giving us the best games ever created.

I mean, if you look at the games today from one year ago, it's amazing to see how far games have come since then. And these "console wars" are giving us games the best games ever. Look at *Sokoder*, for example. Great RPG. Now, look at *Final Fantasy VII*—awesome. Look at the level of improvement that's been achieved in under a year! The same thing can be said of the

and the third-party companies have in many cases learned from mistakes made on earlier titles, with the sequels greatly improving on the originals. It is mostly due to the developers' increasing familiarity with how to design for the PlayStation, along with a better understanding of its amazing capabilities.

I have been a gamer since the days of Pong. Yes, I am 35 years old, and I can honestly say that I have owned or played at least one game on every system that

has been released since then. I play games for one reason—the sheer fun of it. I remember playing the electro football games, having to line up the players after each play and wishing there were an easier way to put myself "out there" on the field. My point is this: we are living in great times or what? With the PlayStation, I really CAN put myself out there.

For all the people who rave games for a living and say how "this or that could be better," remember the days of the electro football game. I'm not saying we should be happy with so-so games. I am saying this: we are very lucky today to be able to live out the fantasies of our youth through these silicon athletes. What the companies are putting out is fantastic, and I for one will be a gamer until it's over. I really appreciate the qual-



As you know, both, we like Sokoder, too.

upgrade from *Twisted Metal 1* to *TW2*. The advancement is unreal. People need to quit complaining and start looking at the way games are improving now and will continue to improve in the future.

Joshua Romero
wiperis@earthlink.net

► **NOAH:** You have some extremely good points, Joshua. Both Sony

LINK-UP
Want to hook up with other gamers from around the world? Just drop us a postcard with your name, address, favorite game, your current favorite game, and your age. Send it to PSM Link-Up, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94005. You can also e-mail us at psm@imagine-inc.com.

Dave Menko
director, *Blade*
230 Park
St., Suite 200
New York, NY 10011
I have been a fan of the PlayStation since the first one. I love the games and the hardware. I am currently playing *Final Fantasy VII* and *Resident Evil 2*. I am a big fan of the PlayStation and I hope to see more games like these.

Decker X
New York, NY
I am a big fan of the PlayStation and I hope to see more games like these.

Matt Fellous
New York, NY
I am a big fan of the PlayStation and I hope to see more games like these.

John Conner
New York, NY
I am a big fan of the PlayStation and I hope to see more games like these.

Kerry
New York, NY
I am a big fan of the PlayStation and I hope to see more games like these.

ity of games released over the last few years, and I just wanted the industry to know that not all consumers are looking for perfection, just a great experience.

Robert Morris
RobertM@CECCControls.com

► **CHRIS:** So what you're saying is... um, what exactly were you saying? You don't want us to call a crap game crap, but you also want us to lay off developers and just be happy with what we've got, no matter how good it is? Well, at least it sounds like you're having fun!

OK, look, I think your magazine will reign supreme in the magazine wars. I loved you, *Chris Slate*, when you were at UGP. By the way, I just got the 100th issue. It is great!! Enough with the babble saying you're god-like, now on to the real reason why I wrote: I just have a few q's to ask you:

1. Is it possible that Sony/Square could bring over *Tobal 2* in its Japanese form? They don't have to translate anything, just let us run it on our U.S. PlayStations. That would be awesome. Many people would still buy it!
2. Do you know if *Devil* will ever be ported from the PC to the PlayStation? If so, when?
3. What kind of adult scenes will be in *FFVII*?
4. *Chris*: what kind of devious plans are you up to at PSM...?

Patrick Gepek
psextremes@gccolies.com

► **CHRIS:** Um, "Magazine Wenz?" You "Towed me?" Calm down, dude! Sure PSM is great, but it's still only a magazine! 1. I'd buy it, but Sony would never release a game in Japanese over

here in the U.S. Things just don't look good for U.S. *Tobal 2* fans.

2. No word yet, but it would be cool, even without network play.

3. Nothing too spicy, but it's completely uncensored, so there's still the whole scene where... ah, I'll just let you find it yourself!

4. No devious plans yet, just the honest, law-abiding ones.

Hey PSM! I wanted to say hello and congrats on starting a new magazine devoted to the best system currently on earth.



a "babe", when games like *Castlevania* are on the PlayStation. He is awestruck!

I've got a question for *Chris*: Why did you decide to go to a PlayStation-only magazine when you've proclaimed your love for Nintendo publicly in the past?

Moving on, your magazine is sure to be a real treat. The PlayStation is a true testament to the videogame world. Sony (whom, I hate to it, was not the best company videogame-wise before the PS) has come out with an extremely superb videogame console has caused the fall of Sega in the 32-bit race, and is currently beating up on Nintendo. All this in a two-year time period! Wow.

So, I say it's about time we have PSM. This system deserves an honorable and reputable magazine publisher behind it. Imagine is just that. Welcome to the world, PSM, and thank you, LoonAWA70@aol.com.

► **CHRIS:** Well, well...you just brought tears to my eyes, dude! I'm glad that you're so excited about PSM, and that you think so highly about our work in general here at Imagine. As for my "proclaimed love of Nintendo," I have always been a big fan, that is, until now.

After a great launch with *Mario 64* and *WaveRide*, the N64 has really disappointed me. Despite what Nintendo claims, it has neither quality nor quantity. Also, part of the reason I'm so into the PlayStation right now is that many of my favorite "Nintendo" series, like *Mega Man* and *Castlevania*, have been defecting over to Sony's camp.

Right now, the PlayStation is the number-one place to get the most and best games, from the best developers in the world. Hey, beyond any one system, I'm just a big fan of videogames. And right now, the people at Sony are the only ones getting it right.

The biggest strength of the PlayStation is that it has the biggest library of games—more than 150, ranging from sports to action. I'm very glad to own a PlayStation, due to the sheer numbers of software the system receives. Nintendo's promises of quality over quantity, while good in intentions, just don't cut it. Sometimes, you just want a game to play, no matter how good or bad it is. While waiting for new software for N64, PlayStation offers up loads of titles a month! Kudos to Sony for designing such a fine machine!

Dallas Reeves
Depel@concentric.net

► **CHRIS:** I agree that one of the things that makes PlayStation so great is its huge library of games—but not because there are a good supply of "bad" games to play. With more developers churning out more titles for PlayStation than any other system, you're bound to wind up with more great, classic games. It's this frantic third-party activity that brought us games like *Tomb Raider* and *Resident Evil*. You can be sure it will continue to keep a healthy supply of quality titles headed our way for some time to come.



With such classics like *Resident Evil*, we agree that it's hard to complain, Dallas.

Hey guys, have there been any *Saint Moon* games made for the PlayStation? Are any of them coming to the States?

James Rose
rose@typhoon.coood.usf.edu

► **BILL:** The only Sailor Moon game I can think of is one that came out a while ago, called *Pretty Sailor Moon Super S*. However, there are no current plans to bring any Sailor Moon PlayStation games Stateside—sorry!

Bad Vibrations

What's the story behind the Sony dual analog pad? I heard that the feedback option won't be supported in the U.S. Is this true or not?

Tony Teixeira
Prof114@aol.com

I think it is very important for the vibrating double analog controller to be released here in the U.S. I heard it will be released without the force-feedback feature because Nintendo is stopping that somehow. I think it should be released with the force-



feedback, no matter what, to help PlayStation stay the top gaming system.

► **STEVE:** You guys have heard right: The U.S. version of the dual analog controller will not feature any kind of feedback (bummer, huh?). For the complete story, check out this month's news section.

I have a few questions for you guys:
1. When is the release date for *Street Fighter EX*? I have to own this game.
2. Is there an Atari greatest hits coming to the PlayStation? I heard a rumor that 720 was going to be on it. I also heard that it would be compatible with the new analog controller. Is that true?
3. PLEASE PRINT ANY INFO CONCERNING METAL GEAR SOLID THAT GAME LOOKS PHENOMENAL!!!

Tevens Thomas
thomas@cs.fsu.edu

► **STEVE:** Thanks for writing, Tevens. On with the show.

1. *Street Fighter EX* is certainly a very cool game. Chris and I have been playing it every day for the past few weeks. As for a release date, it isn't set yet, but Capcom assures me that it should hit stores in plenty of time for the Christmas season.

2. Not much has been revealed about an Atari compilation, but I'm hopeful 720 would be awesome! And since Sony is pushing support for the analog controller, pretty much every future game will support it.

3. From what we've seen, *Metal Gear* is definitely going to be one of the best games ever! For the latest info on this PlayStation masterpiece, check out our in-depth preview in this very issue.

I currently subscribe to the Japanese PlayStation Magazine (no relation, I know) to see what might possibly be coming down the pipe from developers there. It would be great if PSM covered import titles, or at least the ones that have been announced for a U.S. port. I would also like to see in-depth coverage on the three big software players supporting the PlayStation—Square, Polytechnic, and EA. I'm looking forward to seeing the first issue!

Paul Catrone
catrone@tgs.net

► **BILL:** It sounds like you'd be interested in my *Nihon Game Otaku* column. I cover the latest news from Japan, spotlight ground-breaking games, and let you know what really hot titles are on the way to your local import store. Of course, by now you've seen the first issue, so you already know all about it, ne?

I have heard a lot about Porsche Challenge and *Rapid Racer* from E3, but I've yet to see any screenshots of *Rapid*

Racer or any previews of Porsche Challenge. What's up?

Jesse Richards
Subscriber@aol.com

► **CHRIS:** Hopefully you caught our Porsche Challenge preview last issue—it's looking pretty good! As for *Rapid Racer*, we're working on getting in some new screens, so rest assured that you'll be seeing much more about this cool-looking racer soon.

I'd like to know what has to be done to convince Square to release a U.S. version of *Tobal 2*. I've played it and felt overwhelmed by the gameplay, graphics, and especially the response of control (I know someone who rents out Japanese games and controllers).

What's a guy to do to get Square's attention? Someone has to let it know how much of a mistake it's making! Chris Strain

► **CHRIS:** *Tobal 2* has been one of the hottest topics around here. We've got buckets of mail about it, and we're only on our second issue! Believe me, I've talked to people from both Square and Sony, and I've done everything I could to try and convince them: otherwise. Unfortunately, it looks like you're just going to have to stick with your import!



PlayStation rules! I bought my PlayStation last August and, here I am, still having fun over since then. I have some questions for the guys at PSM. Here goes:

1. When will *Tomb Raider 2* come out, and will there be any special features not seen on the original?

2. I have seen Tekken 3 in arcades, and it is amazing! Will the PlayStation graphics be comparable to this, or will there be a graphical upgrade pack-in?

3. What do you know about the PlayStation modem? Will Jet Moto 2 be the first game to use it?

4. Is Singstar (singing gods) developing any games at the moment?

Thanks for your time, and I hope you can answer all my questions.

PS: Death to all Italian Plumbers!
Michael Fricke

► **STEVE:** Thanks for writing, Michael. Let's see if I can answer some of your questions:

1. *Tomb Raider 2* is still slated for a November release. As for new features, *Tomb Raider 2* features two new costumes for Lara, new items such as flares, and even larger levels than its prede-



▲ Don't fret, Michael. *Tomb Raider 2* is on its way, and it's got plenty of features.

Martin Valenzuela
Valenzuela@psps.com

Chris Strain
Strain@psps.com

Carl Meyer
Meyer@psps.com

Darren Love
Love@psps.com

Russell Snyder
Snyder@psps.com

Ron Edwards
Edwards@psps.com

PSM 19/27

ASK SONY

Dear Sony,
Why don't you make a larger memory card similar to those made by Intel? How much would it cost?
Jesse Cramer
Trout_Master@msn.com

▶ The memory card in question is not an officially licensed PlayStation peripheral, which means it has not gone through the rigorous testing and quality assurance procedures necessary for mass-market release. Since no game requires more than 15 blocks to save its information, we feel that the standard Memory Card for the PlayStation is satisfactory for this purpose.

Dear Sony,
I have heard rumors of a PlayStation 64, or something like that, and that it uses DVD-ROM. Is this true? And would the DVD-based system be able to play movies? How much would it cost?
Chris Hinds
friction@greeter.net

Whenever the PlayStation 2 comes out here in the U.S., will I be able to play my old PlayStation games on it? And will the original PlayStation be getting a special add-on? Thanko Christian Rubin de Celis
Venecia@aol.com

▶ Sony Computer Entertainment America has no plans to introduce any new hardware systems or upgrades for PlayStation at this time. We are proud of the success of the PlayStation and realize that the product has a long life ahead of it.

I just want to know what the official word is on the decision not to include the force feedback feature in the American version of the dual analog controller. I have heard that there have been technical problems. I have also heard that Nintendo was trying to get a court injunction to bar it, claiming that it functioned too closely to its Rumble Pak peripheral. If it is the latter, I find it hard to believe that a company like Sony would buckle under legal threats. However, if it is the former reason, I would also like to know if this feature would be obtainable in the future through new equipment or a trade-in offer. Any reply you can give me would be well appreciated.
Rory Adler
ADDIN7@msn.com

▶ Contrary to recent speculation, the reason the U.S. version of the Analog Controller does not use force feedback has nothing to do with technical difficulties or existing patents held by Nintendo. Sony is a technology company committed to offering consumers the best possible content, products, and services. We evaluated all the features an enhanced controller would offer and concluded that the analog feature would be the most important factor to gamers.

Dear Sony,
What are the chances of SCEA picking up the tab for the conversion of *Total 2*? I was surprised to read that Sony of Japan estimates that it uses 90% of the PlayStation's capabilities. Surely

someone must be willing to take a chance on such a graphically advanced and well designed game?
Scott Murray
scottm@interlog.com

▶ Square decided that due to development issues and a conflict in the development schedule for future anticipated U.S. releases, it was not viable to release *Total 2* in the North American and European territories. While we agree this is an unfortunate decision, we applaud Square's commitment to maintain high standards of quality for its products and eagerly look forward to its other releases.

Dear Sony,
About Net Yezzo...when I look at it, it looks tempting to buy, but the price is expensive. I have a few questions to ask:

1. Can I play regular PlayStation games on it?
2. Is it like the gray PlayStation? When you turn it on, do you get the screen with the memory card and the CD player thing?
3. What language can the work be made in?

mark707@AOL.com

▶ 1. One of the benefits of the Net Yezzo PlayStation is that it also can be used as a regular gaming system. The retail (gray) North American PlayStation hardware unit can only play commercially developed PlayStation game titles from licensed PlayStation developers and publishers. The Yezzo hardware offers no territorial look-out, so it can play both PAL (Europe) and NTSC

- Japan, U.S.) PlayStation discs.
2. Yes, you still have the main menu screen to select from.
 3. To benefit the most from the support library included with the system, we recommend having a basic knowledge of the C programming language.

Dear Sony,
Remember when Sega did the Sega Channel? If something like that were to come out for PlayStation, I think it would be really good for both you and us, the consumers. We could try out your games without going to the video store and paying \$3 for the rental, then another \$4 for the late fee. It would save us a lot of money with which to buy the games we like, instead of renting the ones we don't. I realize that we couldn't download a whole game into the PlayStation's RAM, but maybe you could include some kind of add-on with a subscription to the service.
Josh Slater
squareshead@geocities.com

▶ Sony Computer Entertainment is committed to making the PlayStation the best home video game system available. We believe that our focus on the PlayStation as a gaming platform helps to maintain its edge. That being said, if it's sampling you are looking for, PlayStation offers a number of interactive samplers at retail like the newly introduced JamPack Vol. 1. This sampler is loaded with 12 interactive demos of the hottest upcoming PlayStation games as well as secret codes, hidden games, and videos for \$4.99 suggested retail price.

P



cessor (but you read all of that in our first issue, right?).

2. It is still widely rumored that Namco may release a hardware upgrade for Tekken 3, but I believe it won't have to. Tekken 2 only used about 30-40% of the PlayStation's potential, so developers should be able to port Tekken 3 over without too much of a problem. Namco hasn't feiled as yet!

3. The PlayStation modem is another



► Don't worry about a thing, Michael, Tekken 3 will rock on the PlayStation!

one of those rumors that has been brought to life by the media. Sony has no current plans for a modem, and considering how poorly the Saturn netlink has sold, I can certainly understand why. Still, you can't rule anything out for the future.

4. Singlelinc is currently working hard on the sequel to Jet Moto, and it is looking pretty good.

Why are so many of the newer games not released with the link mode? Many games would have benefited, such as Destruction Derby 2, Ridge Racer, V-Rally, Rally Cross, Tokyo Highway Battle, and any other single player/split-screen motorsport PlayStation title.

It is disturbing to learn that V-Rally's planned four-player link mode was canned as the game was released. I hear the upcoming Formula 1 Championship Edition's planned four-player link mode may also be dropped before its release in September/October. Why is the link mode ignored, even though it is planned when games were in development? I know that split screen may be more popular due to economics, but why not include both split screen and link mode in all motorsports titles and single-player PlayStation games? Alien Trilogy, Demolitor, Exhumed, and Resident Evil cry out for link mode. Those who have tried it know that not even arcade gaming bans playing PlayStation's linked, especially with games like Formula 1.

I hope you can answer these questions. There's a lot of speculation that Sony has directed game developers to avoid link mode in their upcoming games and concentrate on other features, as link mode will be dropped. Is this so? And if so, why? I hope the new generation of titles will be released with both split screen and four-player link mode. Any reply is greatly appreciated.

Pasere R. Fafius
empr@rlug.com

► NGAR: I believe some of the most fun you can have with your PSX is when it's linked. It is disappointing to see games that should be linkable and aren't. Destruction Derby 2 is the per-



► We like the link cable, too, Pasere! Keep spreading the word.

fect example. Deadlines have been the death for a few link modes in the past, and still seem to be now. It is a fact that the link has not been one of Sony's priorities, but that may change. Bushido Blade and Armored Core will be linkable, but I agree that much more can be done.

The main problem is that few gamers out there own link cables. Until there is a much wider response to them, Sony won't give them that much attention. It's up to us to preach the gospel of the combat cable and get others out there to join the cause. Get linked! The more we talk about it, the better the chance of Sony getting the point!

I have a few questions.

1. Will the Guncon be included with Time Crisis?

2. Is Time Crisis going to be a two- or one-player game?

3. If Time Crisis is actually going to be a two-player game, will I be able to buy another Guncon?

William Kue
cyl@flash.net



► You'll get your Guncon, William.

► STEVE: Hey, Will! I'm glad to see other gun game fans are out there besides myself. As for your questions:

1. Yes, the Guncon will be included with Time Crisis.

2. The game will only be one-player.

smart bomb

BY PSEUDONYM SMITH



After mastering the techniques of all his masters, Parappa takes to the road with his own unique blend of self-help aerobics classes, designed to build the self-esteem of the video game community. His first attempt goes horribly wrong however, when he discovers one simple truth—that zombies don't dance for nobody!

NOW PUNCH! C'MON, YOU GOTTA BELIEVE!



NO! NO! PUNCH! NOT EAT! NOT EAT!



TOP THIS!

Challenge #1: Castlevania Get a "Perfect" on Dracula

If you've read this issue's Castlevania strategy guide thoroughly, you know that doing well against Dracula at the start of the game will give bonuses to your starting stats. To start out with the absolute best stats, you must beat both of the Count's forms without taking any damage or picking up any special weapons. We ain't gonna let you, it's tough. But if you pull it off, you'll be playing in style. With the Alps' bat-like shape and blood-red color, they're perfect for Castlevania. To prove your worth, send us a photo or videotape (we won't return either, by the way) of your starting stat screen before you play into the game and do anything to alter it. The first three entries win. Good luck!

Challenge #2: Clock Tower Get All Ten Endings

Are you a horror freak? Prove it. Play through Clock Tower and get all ten endings. Come on, it's easy; we even tell you how to do it in our complete strategy on page 80. Send us a picture or videotape of the endings screen when you're finished. To make it more interesting, we also want you to write and include your own ending to the game. Entries should be no longer than two paragraphs (about 200 words). Winners will be decided by the PSM staff over lunch at some point in the future. We'll send controllers to the authors of the three top endings, but that's not all. We'll also print the three winning entries in an upcoming issue! Sharpen your pencils, all you Stephen Kings and Clive Barkers out there.

Challenge #3: Bushido Blade Are You a True Samurai?

PSM is looking for a few good warriors, and we won't taking any chumps. Do you have that yamato damashi (fighting spirit)? Can you adhere to the code of Bushido Blade? If you can defeat all 100 bushi (samurai) in the slash mode, we want to know. Send us a videotape or photograph of your screen with the message saying you beat the last warrior. We'll send a pair of those sweat controllers to whoever sends in the first three entries, so get slashing and show us your fearsome skills.

3. Nemo probably won't be selling Guncons separately. There is no real point to, considering that only two compatible games will be released by the end of the year: Nemo's Time Crisis and Point Blank.

THANK YOU!!! Finally there is a true PlayStation magazine. There are about four other PlayStation magazines that are somewhat fake. I like that you guys took this to the Internet because otherwise I wouldn't have known when the mag was coming. I'll be sure to spread the news around my city (Sulphur Springs, TX) because almost everybody got a PlayStation after I did. I encouraged them to get one over a N64. One dude had an N64 but took it back because every body else had a PlayStation.

I hope your mag has plenty of reviews, codes, and quality pages. Sorry I'm writing so much, but I'm really excited about this mag. I mostly just rant games (Resident 3, Wipeout XL) but I AM going to buy FFWF. I'll be writing back soon, so until then keep up the great work. I mean that, too! Again, THANKS PSM!
Ernest Davis
ebdavis@earth.com

► **NDAM:** You're just the kind of guy we want to reach. Ernest. It sounds like you need to change the name Sulphur Springs to "PlayStation City." You know, you shouldn't make fun of people who own another other system, though. It's Okay to check out

the competition from time to time—we still all have to live together in peace, you know. It's good to hear about the craziness taking place in your PlayStation-only community PS.—You had better be kidding!

I had a subscription to UGP, an N64, and life was good. Then Chris Sims announced he'd be leaving UGP for a PlayStation magazine. That was reason enough to go buy a PlayStation. And now that I have a subscription to PSM and UGP, life is great. So Mr. Sims, or can I call you Chris, will you be bringing your delightful humor over to PSM?

Tony Forshell
ID13@att.net

► **CHRIS:** Wow, thanks for the continued support, Tony! I'm glad you bought a PlayStation, because as cool as things are at Sony right now, things are only going to heat up as we head into '98! As for the humor, I don't think we're going to even try to be as wild as we were on UGP, but if you read between the lines a bit, I think you'll find that PSM has a personality all its own. There are even a few laughs in here, too!

When I first heard about a new magazine that is going to be dedicated totally to the PlayStation, I just about killed myself. It's too good to be true! A magazine about the PlayStation!! Sure, some other PlayStation magazines are probably out there, but I think this one will be the best.

I don't know why, but I just do. You can trust me when I say that I will be buying every single issue that comes out. I think you for creating this awesome magazine, and I wish the best of luck to you.
Chris McCas
jcw14@yci.ac

► **STEVE:** Thanks for the words of encouragement, Chris! We are extremely excited about PSM, and glad that gamers like you are looking forward to it as well. Just don't let your joy get the best of you!

What's up PSM? I have a few questions for you.

1. What age group are you focusing on with your magazine?
2. What do you think are the main reasons why Sony is doing so well in the videogame market? 3. Why do you already claim to be the "number one PlayStation magazine?" Thanks for answering my questions [if you do].
Kevin Cibola
tcibola@erols.com

► **STEVE:** Hmm. What age group are we focusing on? We aren't really directing PSM at a certain age, we want to get all PlayStation fans interested. It's a PlayStation owners mag, and that's how we want to keep it. No matter if you are fourteen or forty, something in each month's issue will interest you.

Sony has managed to stay number one for two main reasons: The Play-

Station is a great console system, and its games are both fun and numerous.

Why do we think we are number one? That's a good question. Perhaps it's due to the fact that PSM is already the largest and most in-depth PlayStation magazine available. We have useful features each month, and the most complete listing of game codes available. Combine all that with the fact that PSM is completely independent, and you know you will always be getting the straight scoop from us—including the stuff Sony doesn't want you to know about.

I just got the first issue of PSM, let me tell you, it's great! Not only is it better than any other single-console magazine, but it also smells the best! I can go on and on about how good it is. I would just like to commend you on your excellent work. I also have a question, when will Fighting Force and Resident Evil Director's Cut be released in the U.S.?
Eric
hobbs@aol.com

► **STEVE:** Thanks for the comments, Eric. We are always glad to hear from our readers. You know, I was telling Chris that our magazine smelled good, but he thought I was crazy. Well, who's laughing now, Chris? As for those release dates, Fighting Force is looking like a October or November release, and Resident Evil DC should be out in September.



MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the playstation

► Doug Engel

Chenub@playball.com
11801 Cooney Ln., Aurora, IL 61705
TradeType: games for sale, trade
Description: PSX Games for sale or trade

► Michael Barber

suffer@bcs.net
400 Chase Post Rd. Moorville, PA 17258
TradeType: sell
Item: Console Systems, accessories, games
Description: PSX system with 2 controllers, memory card, 16 discs, 2 game CDs, Konami game all for \$450.00

► Ryan Salter

FD, Box 186, Racineville, CA 95607
TradeType: games for sale, trade
Description: NBA StreetOut, Romance of the 3 Kingdoms 4, Teased Master 2 and Jet Moto Will trade for other games or sell for \$25 each

► Rob Quikson

Rob_Quikson@earthlink.net
CPO 1565 Doris, Kentfield, CA 94024
TradeType: trade/want games
Description: I have Wipeout XL, Mech Warrior 2 and I'm looking for Wild Arms, Shadow of the Colossus and Persona 1. I will listen to any offer for any game.

► Thomas L. Heald

thomasheald@hotmail.com
33322 Condon Ave #124, Hawthorne, CA 90230
TradeType: sell, trade want
Item: accessories, games
Description: Looking for Multi Tap (Sony brand) pre-owned-will pay for \$30. Two Sony palmconnectors for \$20. Looking to trade: Tecmo's Destruction for Destruction 320 for vinyl, Walt: Assault Rpg for \$20 (or trade). Looking to trade: Independence Day for Bell Blazer Champions (620 for buy). Trade 3 for Rally Cross, Best Game Off Road, Sonnet: Tenka or Wipeout XL. All at negotiable post-e-mail me

► Craig Perleberg

perleberg@att.net
TradeType: games for sale, trade
Description: Doom Doom, Rayman, Doom, Prayer Overkill, Pandemonium, and Mental Heals. Prefer trade

► Gal Ochler

galochler@yahoo.com
5025 Fish Rd. Fremont, WA 98169
TradeType: games for trade
Description: Will trade Watchdog for action or light rpg game

► Bill Ward

wwardb@earthlink.net
Independence, KY 40301
TradeType: sell
Item: Console Systems, accessories, games
Description: unopened PSX 1 controllers, 2 memory cards, mouse, MegaCD, magazines, 22 games. Complete description at: www.cnet.net/ref/~wwardb@earthlink Whole package: \$750

► Craig Francis

CraigFrancis@earthlink.com
4560 Pinehollow Ct #169, Indianapolis, IN 46254
TradeType: games for sale, trade
Description: Virtua Pro Wrestling, Sensei Force

AD OF THE MONTH

► N.T.

Sikest@geocities.com
2259 Brnr Ln.
Tennessee, MI 48182
TradeType: games for sale
Description: Great Gamepall! Huge Item! (good) price!! The reviews don't lie for awesome games such as Mortal

Kombat Frisky 1516, Legacy of Kain (1516), King's Field (241 cheap), Wipe-Out XL (152), with NeoGon controller (154), and many more games! Also accepting offers for trade and sale. These games are flying off my shelf! (Better watch out for all these games flying around, buddy...-ned.)

► Aaron

Fischer@aol.com
8227 Longview Ln. Louisville, KY 40222
TradeType: games for sale
Description: I am selling some new release games in good condition

► Perry Mieser

permyer@aol.com
14233 North 13th Ave. #236 Phoenix, AZ 85023
TradeType: games for sale
Description: NBA Live 96 EA SPORTS \$25.00, Virtua 1 (Unrated) \$29.00, In The Zone (Xbox) \$35.00, NBA Street Out (Sony) \$25.00, NFL StrikeCity Xbox \$25.00

► Chris Bewlitz

chrisb@earthlink.net
1325 Paddy Creek Ln., Allen, TX 75002
TradeType: games wanted
Description: I am looking for the following titles in near/mint condition: (ESPN Extreme Games, Alien Project, Rayman, Star Wars in Hollywood, Riddick Deluxe Pack (Japanese), Sexy Paradox (Japanese), Ace the Last 13 (Japanese)

► Tim Cleary

Scragg@jaggon.com
1042 Timberlake Dr., Lynchburg, VA 24502
TradeType: sell
Item: Console Systems, games
Description: The PSX is a couple months old has box instructions, 2 controllers and a menu card. Games include: Wipeout XL, Blood Dragon LOC, Rally Cross, Crash Bandicoot and Tail of the Sun

► Steve

svuun@earthlink.net
5718 Bay Willow Ln. Houston, TX 77064
TradeType: games for sale, trade
Description: Sony City 2000, Beyond Beyond Madden 97

► Aaron Chen

achen@earthlink.net
1188 W 37th Ave.
Vancouver, BC V6M 1J9 Canada
TradeType: games for sale
Description: PSX games all in perfect condition! Trapped Master 2, S40 Cannon, Jet Moto, 3P \$20, Castles, Bomb Rader \$40 Canada

► J. Jaffe

zjaffe@earthlink.net
101 W 15th #245 New York, NY 10011
TradeType: games for sale, trade
Description: Bubble Bobble, Resident Evil, Wild Arms, Extreme Games, Ridge Racer

► Travis Myers

jenkins@att.com
142 Myrtle Ave. Gallop, Ohio 45031
TradeType: games for sale
Description: Sukeban, Warhawk, Tomb Raider, Tekken 3, Mortal 2

► Paul Gaudet

pgaudet@earthlink.net
175 Park Ave.
Madison, NJ 07940
TradeType: accessories for sale
Description: Mint condition Japanese NeoGon controller for sale. This is the first analog controller developed for the PSX by Namco. I want to get rid of it because I also have a driving wheel. \$40 (shipping within US is 10)

► Daniel Woods

glord@att.com
100 Alvarado, Norwood, PA 15146
TradeType: games for sale
Description: Namco's Ridge Racer—hardly used great condition, purchased 8 months ago. Email me for price. I will bargain

► Dyrus Rathi

rathi@att.com
9008 Iles, Urdembere, Idaho 83022
TradeType: games wanted
Description: Galt Storm 37, Williams Arcade Classics, HFA 36

► Mark McCreath

mc000@earthlink.net
610-2460 Southville CR
Ottawa, Ontario K1R 4J7 Canada
TradeType: games for sale
Description: Thunderhawk 2 U.S. original complete—looking to trade for Sukeban, Wild Arms, Super Strike-Air 2, Snake Command and Devil, or Persona

► Jeremy Moushon

jeremymoushon@earthlink.net
267 Edmonville Dr.
Gaugy, Alberta T3A 4M4 Canada
TradeType: accessories wanted
Description: Sony's Dual Analog Controller with limited FaceBalls. Any color!

► Steve Horton

shvorn@earthlink.net
340 S Grant Apt. #2 West Lafayette, IN 47906
TradeType: games wanted for sale/trade
Description: For sale or trade: 1 S26 C80, WWF Wrestlemania \$25 C80, Terminator 2 Unrated \$30 C90, Wild Arms, Power Move Pro Wrestling, Nand Roberts, Game Shark

► Chad Schott

schottc@earthlink.com
555 El Torno Ave., Nordesta, CA 95050
TradeType: accessories wanted
Description: PlayStation mouse for \$15.00 or so

► John

john023@earthlink.net
4544 Kimberly Ct., New, MI 48374
TradeType: want
Item: Console Systems, accessories, games
Description: I would like a PSX system, and a 2nd controller. I don't want to spend a lot of money. But I will with APB offers you may have and what you have. Thanks!!

► Carl Carlson

webmaster@countless.com
TradeType: games for sale
Description: For PlayStation 7W! Hardware 4x4 and Sony City 2000. Looking for about \$20 each. e-mail me any offers or if interested

► Eric Hendrik

hendrik@earthlink.net
314 Hawthorne Ct., Murrysville, PA 15868
TradeType: want
Item: Console System
Description: PlayStation wanted

► John E. Cox

johncox@att.net
801 E. Thompson Ave D-1, Sanford, NC 27330
TradeType: want
Item: Console System
Description: I want to buy a used PlayStation

► Andrew Greenough

afgreenough@hotmail.com
2650 Hyatt Dr. Troy, MI 48068
TradeType: sell
Item: Console System accessories, games
Description: Sony PlayStation with 71 games, Crash Bandicoot, Twisted Metal 2, Final Doom, Soul Blade, King of the Hill, Resident Evil, Dual Masters, Street Fighter A, Rader Project, SN Teshomon, and Ridge Racer Asa 2 controllers all boxes and manuals, excellent condition. \$400 for all or make offers individually

Get Rid of Your Games!

If you're tired of place your own, actively free ad in PSM, post just down your name, address and/or e-mail, tell us whether you're looking to trade, sell, or both and give us a brief description of what you're offering or want. Send us all that info to

PSM Marketplace, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94009.

BTW, we can't vouch for the credibilty of any of the people who place ads here, so swap at your own risk!

NEXT MONTH IN ISSUE THREE OF



RESET

Maximum Resident Evil 2 Coverage!

Everyone's been talking about this title for months. However, information on the game has been sketchy, at best, and decent screen images have been rare. Next month, we're changing all that. If you're a fan of the *Resident Evil* series, then you can't afford to miss out. We won't go into specifics here—let's just say we're going to cover it as only PSM can.



Accessorize Your PlayStation, Part Two

We managed to get to Noah before he could hang himself with a Nyko Bio Grip, so next issue you can look forward to in-depth reviews and previews of the best (and worst) flight sticks, steering wheels, light guns, and more—all in part two of our special peripherals feature.

PlayStation Party Games

Tired of sitting around on Saturday night, with only those lonely one-player games to keep you company? Don't worry! There's a whole PlayStation party scene going on, and we're gonna hook you up. From the best multiplayer games to our own unique competition ideas, we'll have you swingin' with all the other hip gamers in no time!



Don't forget about our regular top-notch features:

- ▶ The LATEST PlayStation headlines
- ▶ The NEWEST PlayStation codes
- ▶ The MOST PlayStation games

Absolutely **EVERYTHING** that has to do with PlayStation!

And look for serious coverage of big November games, like:

- | | |
|------------------------|-----------------------|
| ▶ Tomb Raider 2 | ▶ Cardinal Syn |
| ▶ Gex: Enter the Gecko | ▶ Cool Boarders 2 |
| ▶ Crash Bandicoot 2 | ▶ Critical Depth |
| ▶ Jet Moto 2 | ▶ Test Drive 4 |
| ▶ CART World Series | ▶ And that ain't all! |

SEE YA NEXT
MONTH!



ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.





NECK HAIR WAS MEANT TO BRISTLE.



This game rips asphalt. While-knuckie the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for save. Add a



little split-screen action so you can tease your friends. Formula 1 has been reborn. Grab hold, Pierre. The back of your neck is going for a ride.

FORMULA 1
Championship Edition
www.psychosis.com



*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

